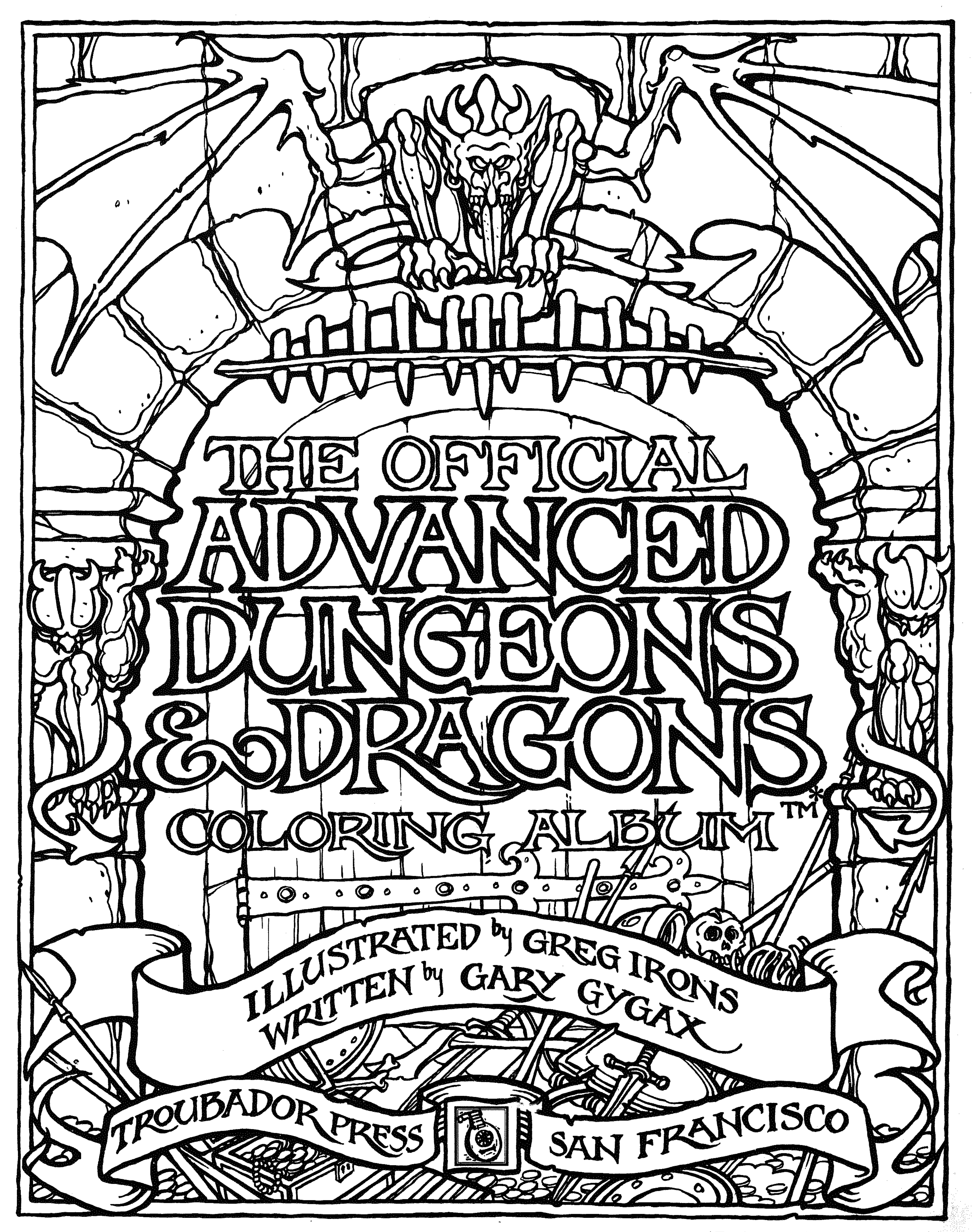
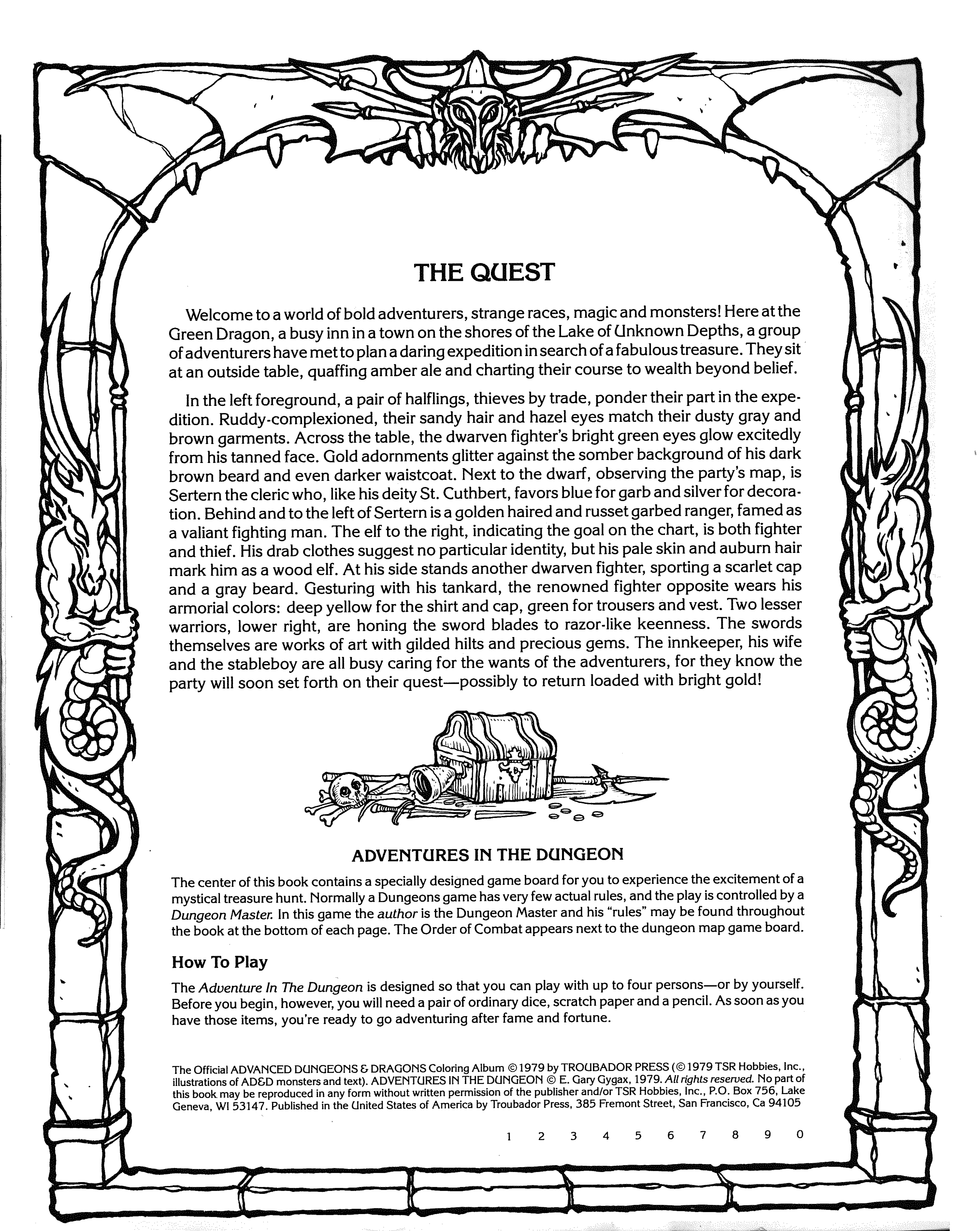
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THE QUEST

Welcome to a world of bold adventurers, strange races, magic and monsters! Here at the Green Dragon, a busy inn in a town on the shores of the Lake of Unknown Depths, a group of adventurers have met to plan a daring expedition in search of a fabulous treasure. They sit at an outside table, quaffing amber ale and charting their course to wealth beyond belief.

In the left foreground, a pair of halflings, thieves by trade, ponder their part in the expedition. Ruddy-complexioned, their sandy hair and hazel eyes match their dusty gray and brown garments. Across the table, the dwarven fighter's bright green eyes glow excitedly from his tanned face. Gold adornments glitter against the somber background of his dark brown beard and even darker waistcoat. Next to the dwarf, observing the party's map, is Sertern the cleric who, like his deity St. Cuthbert, favors blue for garb and silver for decoration. Behind and to the left of Sertern is a golden haired and russet garbed ranger, famed as a valiant fighting man. The elf to the right, indicating the goal on the chart, is both fighter and thief. His drab clothes suggest no particular identity, but his pale skin and auburn hair mark him as a wood elf. At his side stands another dwarven fighter, sporting a scarlet cap and a gray beard. Gesturing with his tankard, the renowned fighter opposite wears his armorial colors: deep yellow for the shirt and cap, green for trousers and vest. Two lesser warriors, lower right, are honing the sword blades to razor-like keenness. The swords themselves are works of art with gilded hilts and precious gems. The innkeeper, his wife and the stableboy are all busy caring for the wants of the adventurers, for they know the party will soon set forth on their quest—possibly to return loaded with bright gold!

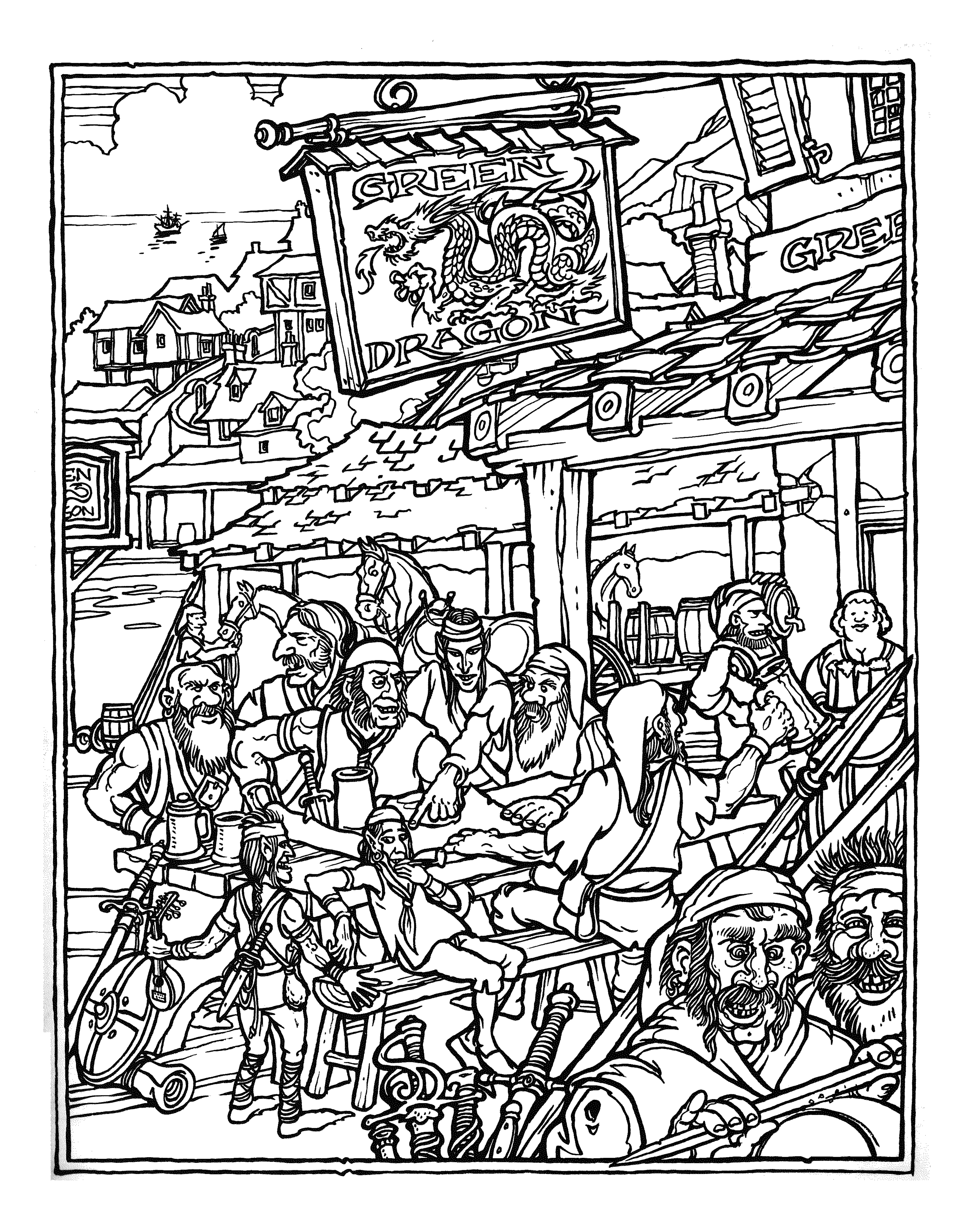
ADVENTURES IN THE DUNGEON

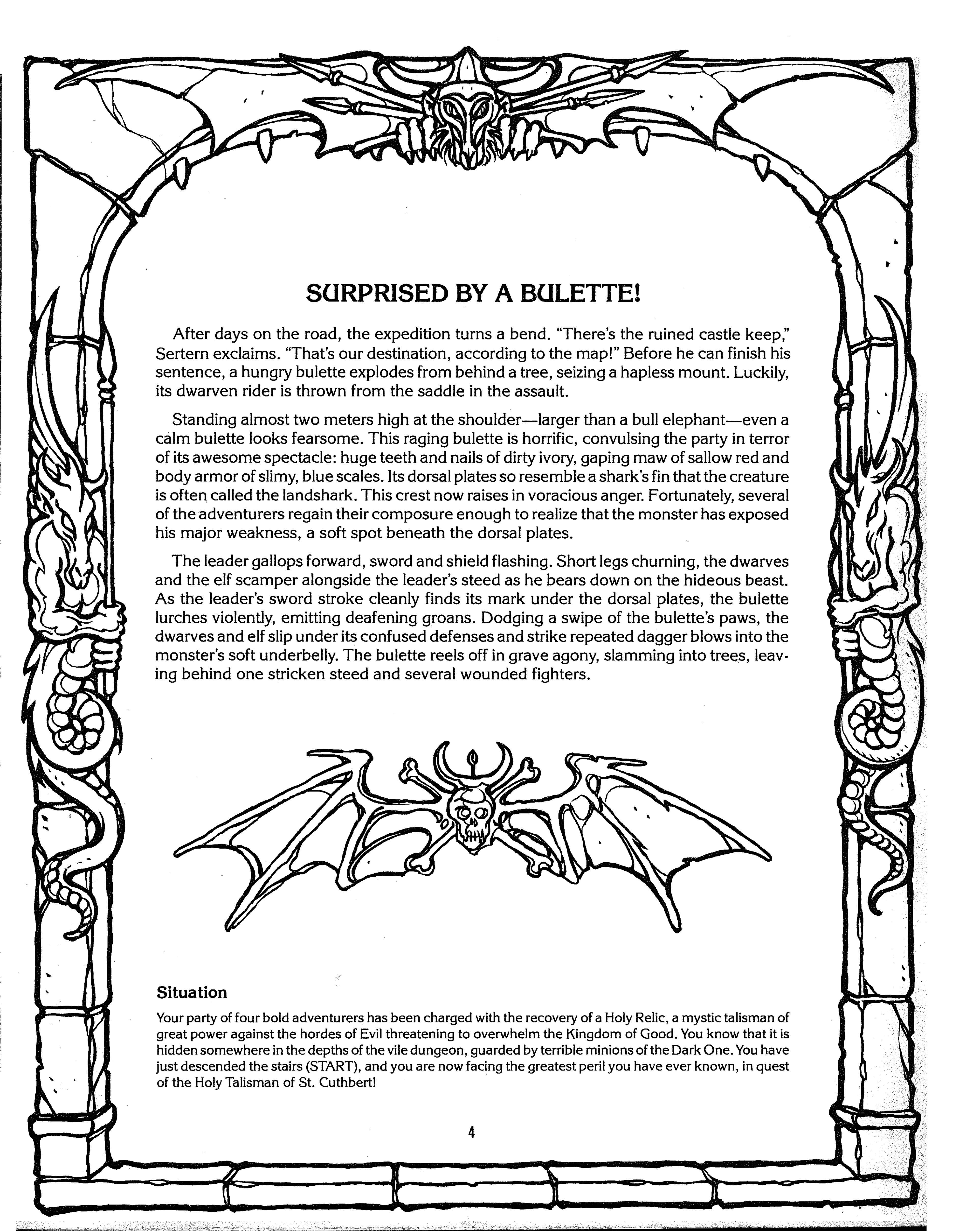
The center of this book contains a specially designed game board for you to experience the excitement of a mystical treasure hunt. Normally a Dungeons game has very few actual rules, and the play is controlled by a *Dungeon Master.* In this game the *author* is the Dungeon Master and his "rules" may be found throughout the book at the bottom of each page. The Order of Combat appears next to the dungeon map game board.

How To Play

The *Adventure In The Dungeon* is designed so that you can play with up to four persons—or by yourself. Before you begin, however, you will need a pair of ordinary dice, scratch paper and a pencil. As soon as you have those items, you're ready to go adventuring after fame and fortune.

1 2 3 4 5 6 7 8 9 0


GREEN
DRAGON



SURPRISED BY A BULETTE!

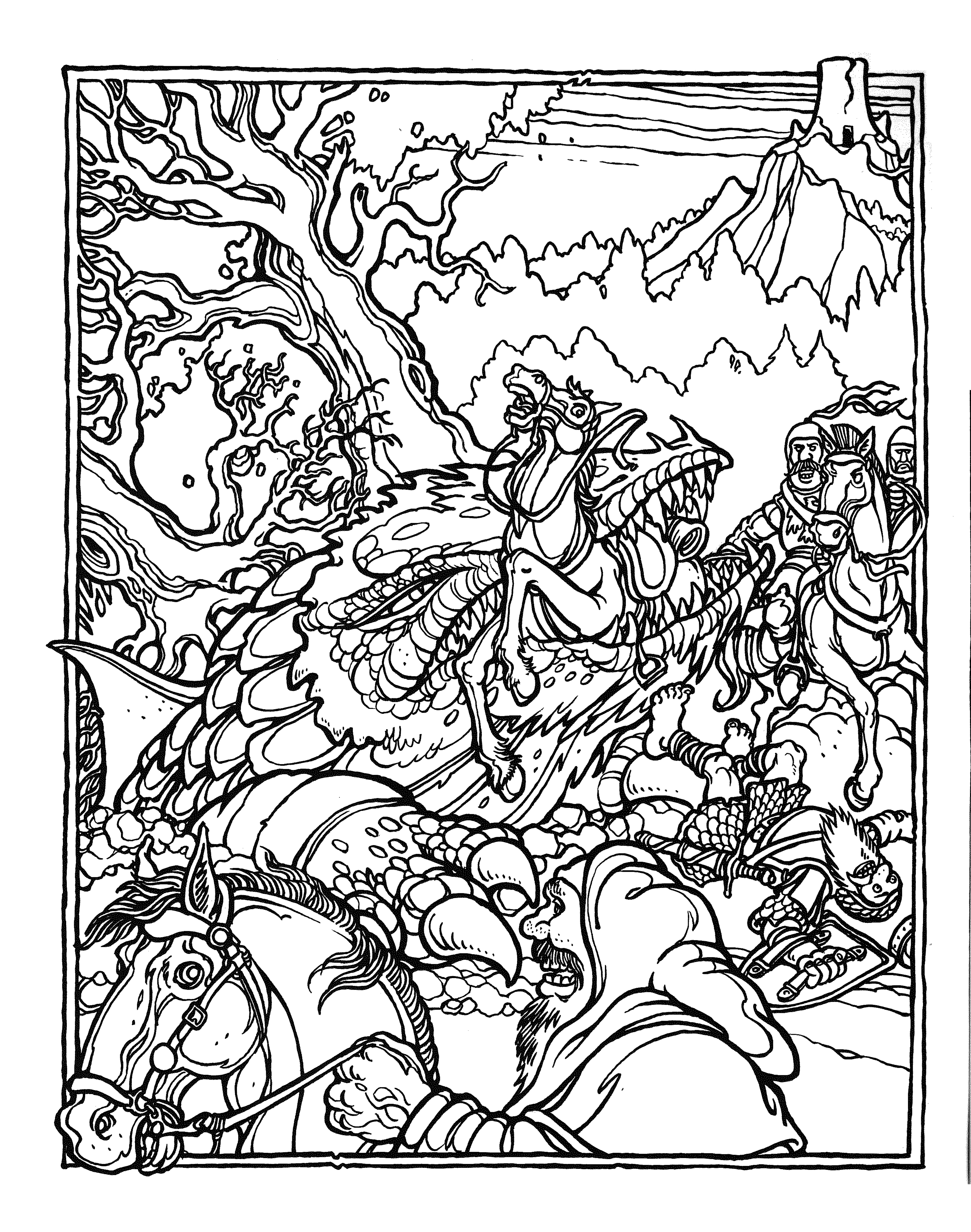
After days on the road, the expedition turns a bend. "There's the ruined castle keep," Sertern exclaims. "That's our destination, according to the map!" Before he can finish his sentence, a hungry bulette explodes from behind a tree, seizing a hapless mount. Luckily, its dwarven rider is thrown from the saddle in the assault.

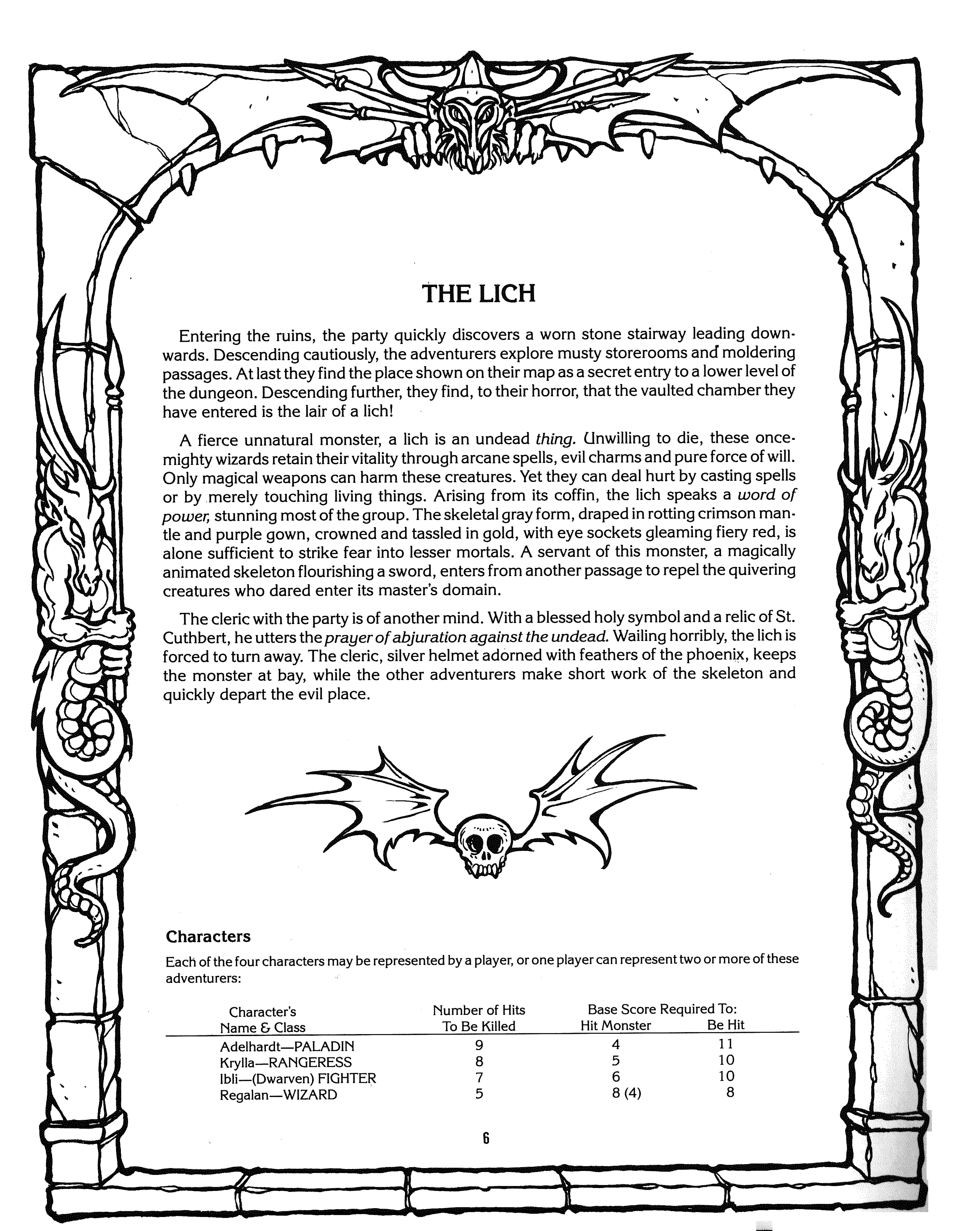
Standing almost two meters high at the shoulder—larger than a bull elephant—even a calm bulette looks fearsome. This raging bulette is horrific, convulsing the party in terror of its awesome spectacle: huge teeth and nails of dirty ivory, gaping maw of sallow red and body armor of slimy, blue scales. Its dorsal plates so resemble a shark's fin that the creature is often called the landshark. This crest now raises in voracious anger. Fortunately, several of the adventurers regain their composure enough to realize that the monster has exposed his major weakness, a soft spot beneath the dorsal plates.

The leader gallops forward, sword and shield flashing. Short legs churning, the dwarves and the elf scamper alongside the leader's steed as he bears down on the hideous beast. As the leader's sword stroke cleanly finds its mark under the dorsal plates, the bulette lurches violently, emitting deafening groans. Dodging a swipe of the bulette's paws, the dwarves and elf slip under its confused defenses and strike repeated dagger blows into the monster's soft underbelly. The bulette reels off in grave agony, slamming into trees, leaving behind one stricken steed and several wounded fighters.

Situation

Your party of four bold adventurers has been charged with the recovery of a Holy Relic, a mystic talisman of great power against the hordes of Evil threatening to overwhelm the Kingdom of Good. You know that it is hidden somewhere in the depths of the vile dungeon, guarded by terrible minions of the Dark One. You have just descended the stairs (START), and you are now facing the greatest peril you have ever known, in quest of the Holy Talisman of St. Cuthbert!





THE LICH

Entering the ruins, the party quickly discovers a worn stone stairway leading downwards. Descending cautiously, the adventurers explore musty storerooms and moldering passages. At last they find the place shown on their map as a secret entry to a lower level of the dungeon. Descending further, they find, to their horror, that the vaulted chamber they have entered is the lair of a lich!

A fierce unnatural monster, a lich is an undead *thing.* Unwilling to die, these once-mighty wizards retain their vitality through arcane spells, evil charms and pure force of will. Only magical weapons can harm these creatures. Yet they can deal hurt by casting spells or by merely touching living things. Arising from its coffin, the lich speaks a *word of power,* stunning most of the group. The skeletal gray form, draped in rotting crimson mantle and purple gown, crowned and tassled in gold, with eye sockets gleaming fiery red, is alone sufficient to strike fear into lesser mortals. A servant of this monster, a magically animated skeleton flourishing a sword, enters from another passage to repel the quivering creatures who dared enter its master's domain.

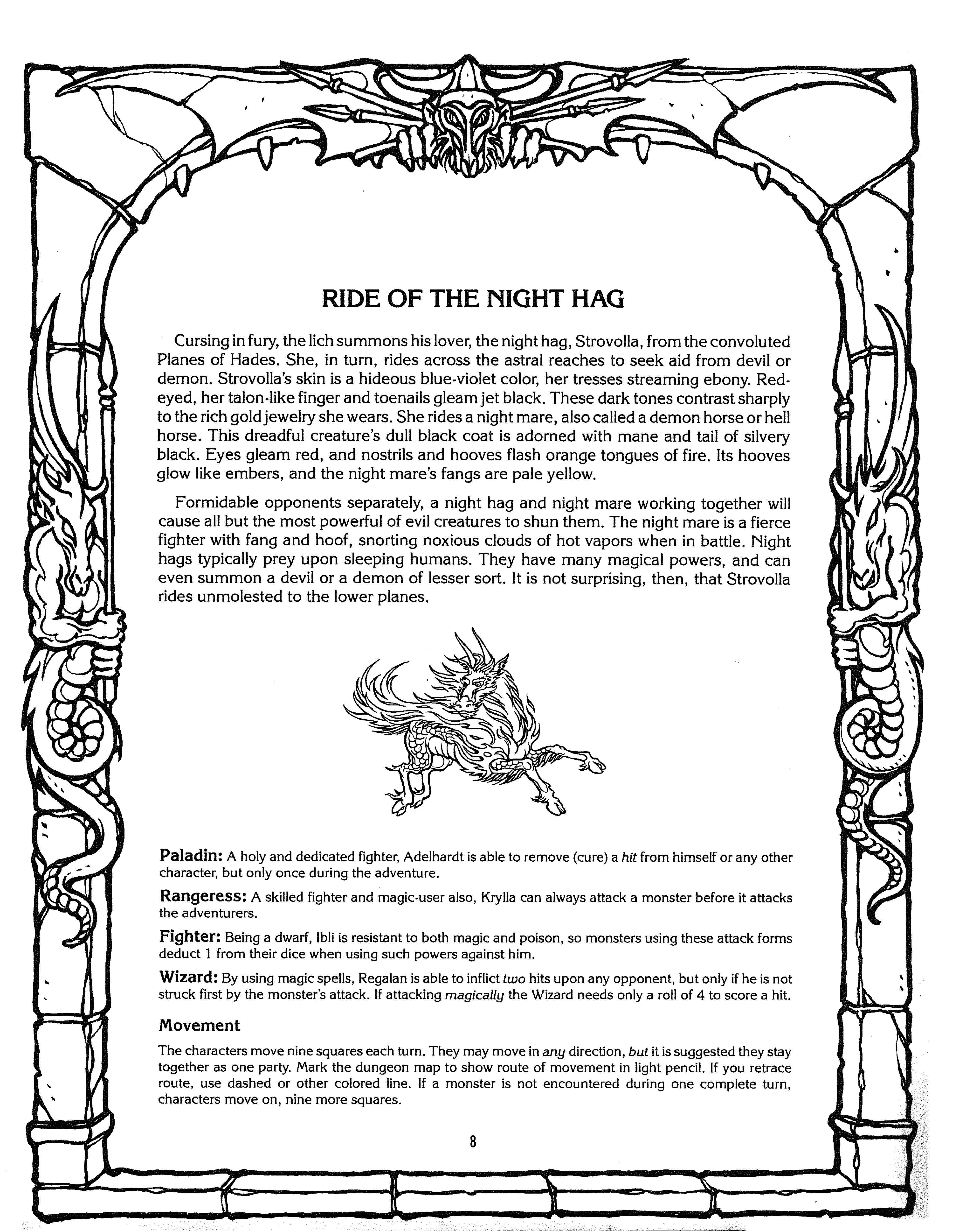
The cleric with the party is of another mind. With a blessed holy symbol and a relic of St. Cuthbert, he utters the *prayer of abjuration against the undead.* Wailing horribly, the lich is forced to turn away. The cleric, silver helmet adorned with feathers of the phoenix, keeps the monster at bay, while the other adventurers make short work of the skeleton and quickly depart the evil place.

Characters

Each of the four characters may be represented by a player, or one player can represent two or more of these adventurers:

Character's Name & Class	Number of Hits To Be Killed	Base Score Required To: Hit Monster	Be Hit
Adelhardt—PALADIN	9	4	11
Krylla—RANGERESS	8	5	10
Ibli—(Dwarven) FIGHTER	7	6	10
Regalan—WIZARD	5	8 (4)	8





RIDE OF THE NIGHT HAG

Cursing in fury, the lich summons his lover, the night hag, Strovolla, from the convoluted Planes of Hades. She, in turn, rides across the astral reaches to seek aid from devil or demon. Strovolla's skin is a hideous blue-violet color, her tresses streaming ebony. Red-eyed, her talon-like finger and toenails gleam jet black. These dark tones contrast sharply to the rich gold jewelry she wears. She rides a night mare, also called a demon horse or hell horse. This dreadful creature's dull black coat is adorned with mane and tail of silvery black. Eyes gleam red, and nostrils and hooves flash orange tongues of fire. Its hooves glow like embers, and the night mare's fangs are pale yellow.

Formidable opponents separately, a night hag and night mare working together will cause all but the most powerful of evil creatures to shun them. The night mare is a fierce fighter with fang and hoof, snorting noxious clouds of hot vapors when in battle. Night hags typically prey upon sleeping humans. They have many magical powers, and can even summon a devil or a demon of lesser sort. It is not surprising, then, that Strovolla rides unmolested to the lower planes.

Paladin: A holy and dedicated fighter, Adelhardt is able to remove (cure) a *hit* from himself or any other character, but only once during the adventure.

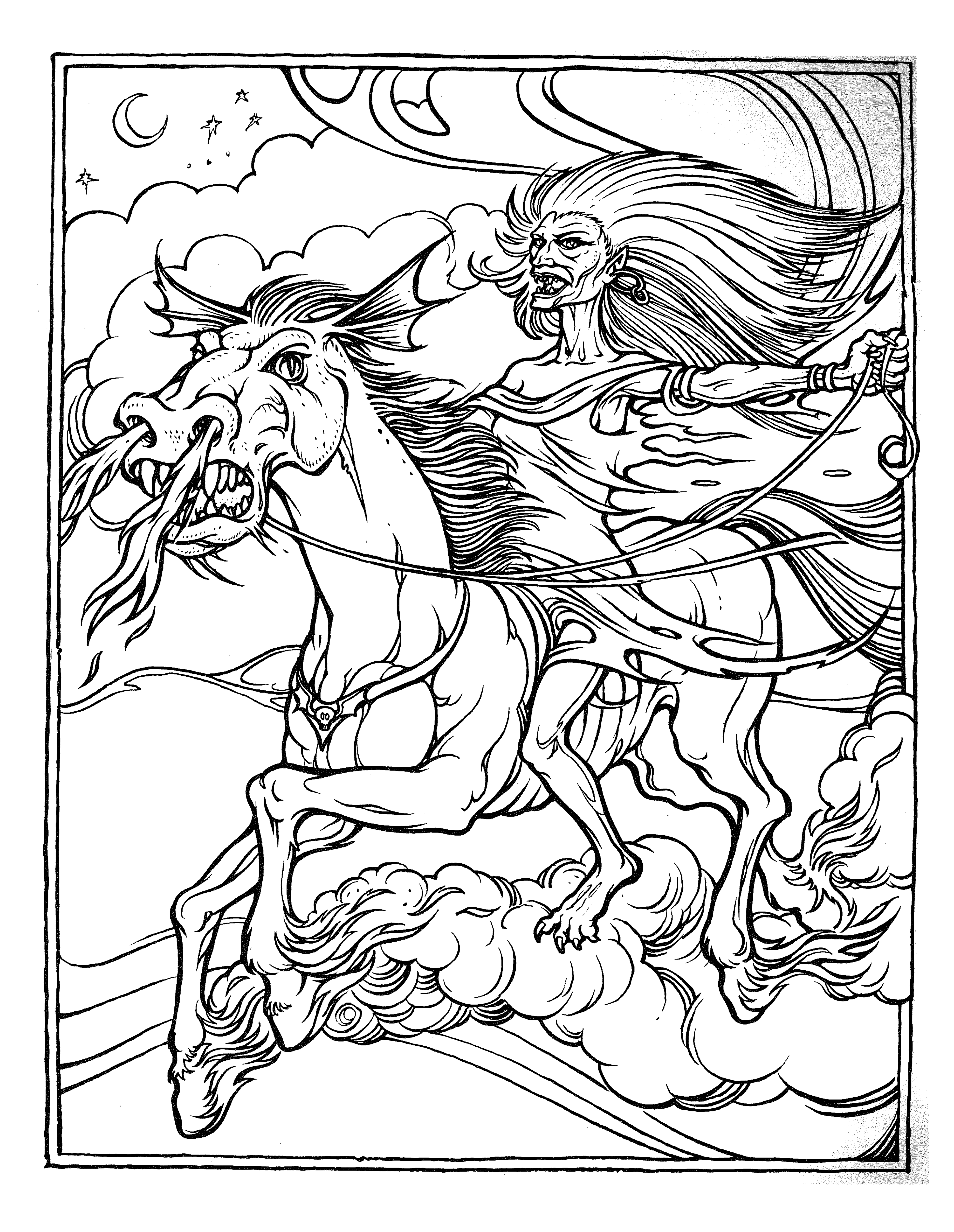
Rangeress: A skilled fighter and magic-user also, Krylla can always attack a monster before it attacks the adventurers.

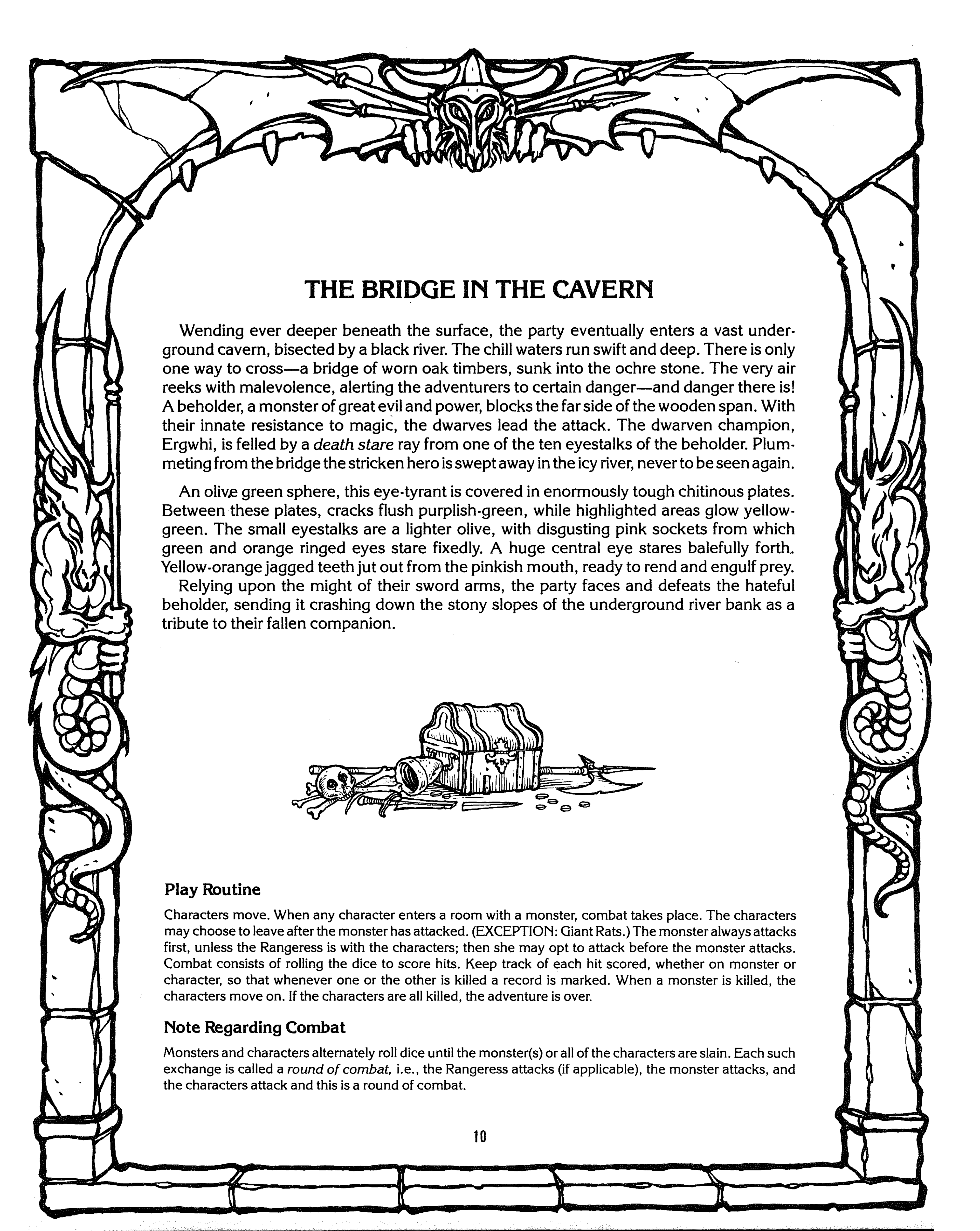
Fighter: Being a dwarf, Ibli is resistant to both magic and poison, so monsters using these attack forms deduct 1 from their dice when using such powers against him.

Wizard: By using magic spells, Regalan is able to inflict *two* hits upon any opponent, but only if he is not struck first by the monster's attack. If attacking *magically* the Wizard needs only a roll of 4 to score a hit.

Movement

The characters move nine squares each turn. They may move in *any* direction, *but* it is suggested they stay together as one party. Mark the dungeon map to show route of movement in light pencil. If you retrace route, use dashed or other colored line. If a monster is not encountered during one complete turn, characters move on, nine more squares.





THE BRIDGE IN THE CAVERN

Wending ever deeper beneath the surface, the party eventually enters a vast underground cavern, bisected by a black river. The chill waters run swift and deep. There is only one way to cross—a bridge of worn oak timbers, sunk into the ochre stone. The very air reeks with malevolence, alerting the adventurers to certain danger—and danger there is! A beholder, a monster of great evil and power, blocks the far side of the wooden span. With their innate resistance to magic, the dwarves lead the attack. The dwarven champion, Ergwhi, is felled by a *death stare* ray from one of the ten eyestalks of the beholder. Plummeting from the bridge the stricken hero is swept away in the icy river, never to be seen again.

An olive green sphere, this eye-tyrant is covered in enormously tough chitinous plates. Between these plates, cracks flush purplish-green, while highlighted areas glow yellow-green. The small eyestalks are a lighter olive, with disgusting pink sockets from which green and orange ringed eyes stare fixedly. A huge central eye stares balefully forth. Yellow-orange jagged teeth jut out from the pinkish mouth, ready to rend and engulf prey.

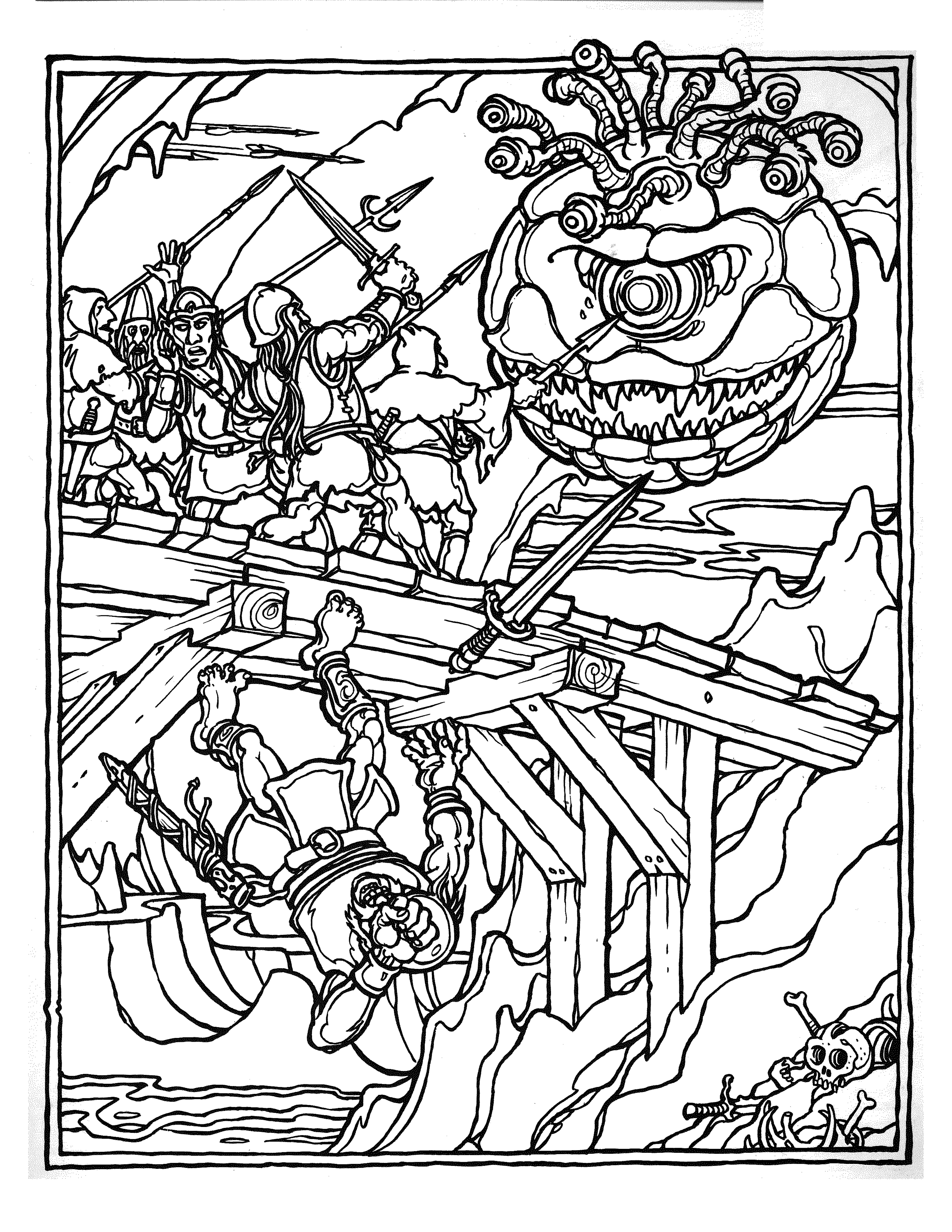
Relying upon the might of their sword arms, the party faces and defeats the hateful beholder, sending it crashing down the stony slopes of the underground river bank as a tribute to their fallen companion.

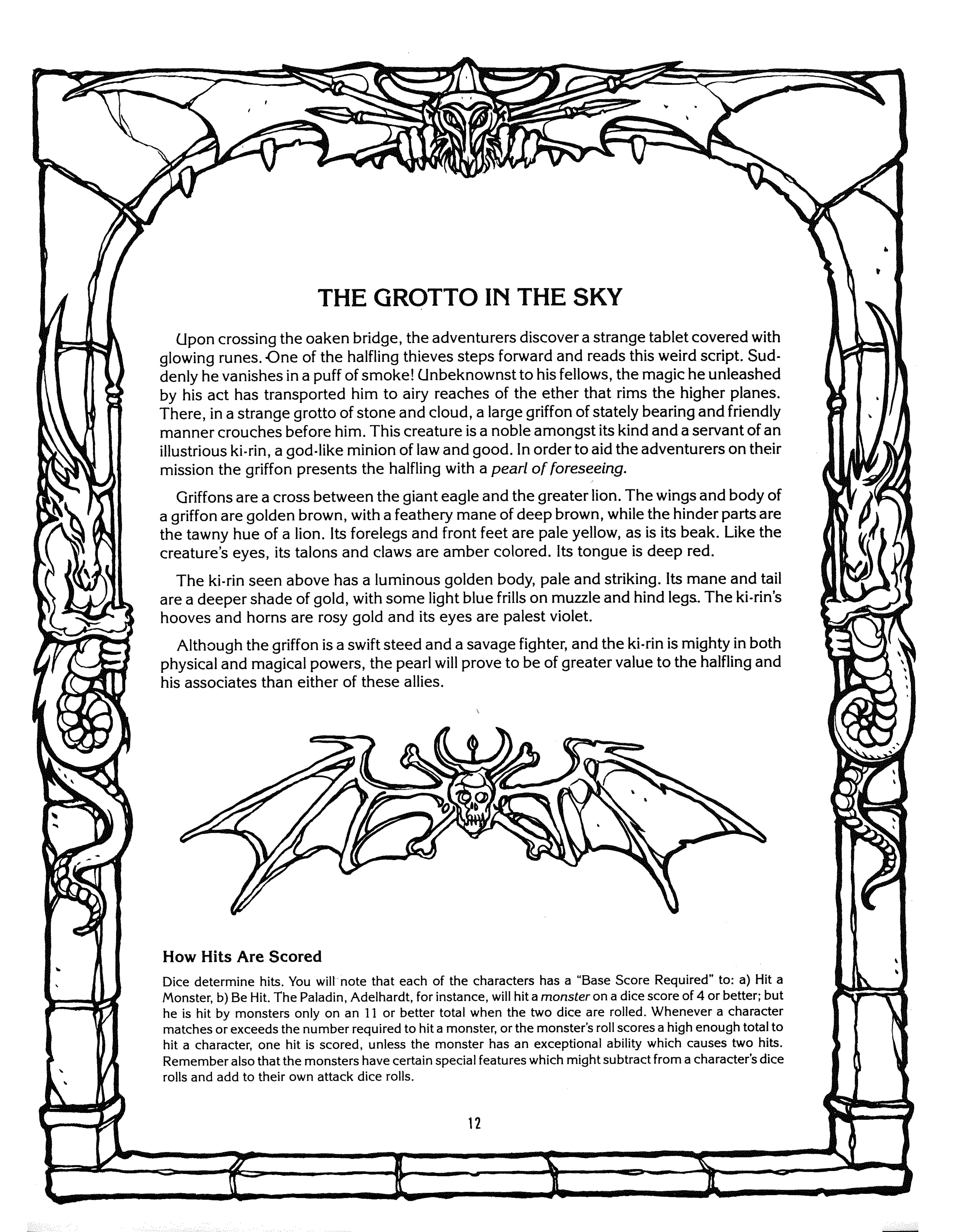
Play Routine

Characters move. When any character enters a room with a monster, combat takes place. The characters may choose to leave after the monster has attacked. (EXCEPTION: Giant Rats.) The monster always attacks first, unless the Rangeress is with the characters; then she may opt to attack before the monster attacks. Combat consists of rolling the dice to score hits. Keep track of each hit scored, whether on monster or character, so that whenever one or the other is killed a record is marked. When a monster is killed, the characters move on. If the characters are all killed, the adventure is over.

Note Regarding Combat

Monsters and characters alternately roll dice until the monster(s) or all of the characters are slain. Each such exchange is called a *round of combat,* i.e., the Rangeress attacks (if applicable), the monster attacks, and the characters attack and this is a round of combat.





THE GROTTO IN THE SKY

Upon crossing the oaken bridge, the adventurers discover a strange tablet covered with glowing runes. One of the halfling thieves steps forward and reads this weird script. Suddenly he vanishes in a puff of smoke! Unbeknownst to his fellows, the magic he unleashed by his act has transported him to airy reaches of the ether that rims the higher planes. There, in a strange grotto of stone and cloud, a large griffon of stately bearing and friendly manner crouches before him. This creature is a noble amongst its kind and a servant of an illustrious ki-rin, a god-like minion of law and good. In order to aid the adventurers on their mission the griffon presents the halfling with a *pearl of foreseeing.*

Griffons are a cross between the giant eagle and the greater lion. The wings and body of a griffon are golden brown, with a feathery mane of deep brown, while the hinder parts are the tawny hue of a lion. Its forelegs and front feet are pale yellow, as is its beak. Like the creature's eyes, its talons and claws are amber colored. Its tongue is deep red.

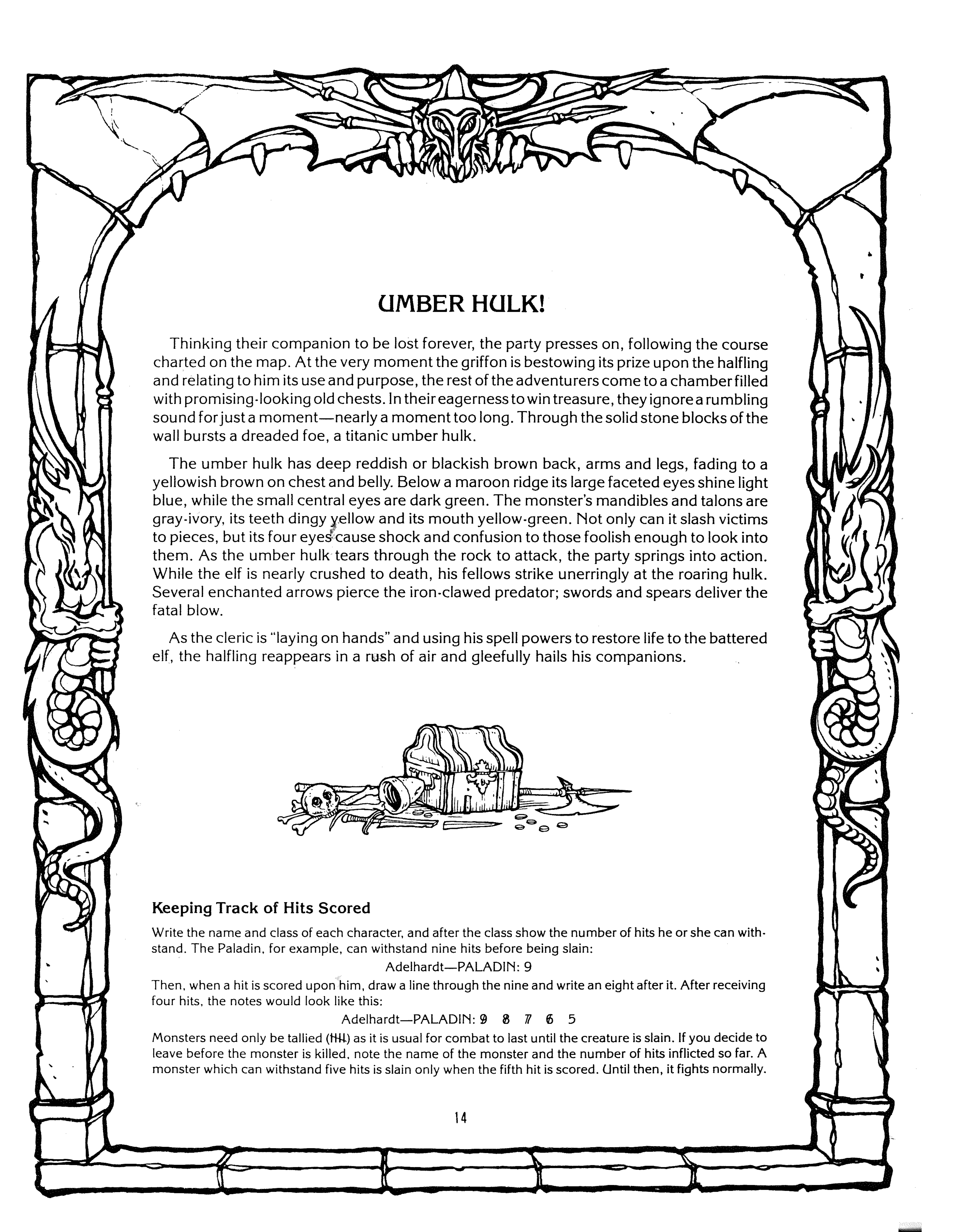
The ki-rin seen above has a luminous golden body, pale and striking. Its mane and tail are a deeper shade of gold, with some light blue frills on muzzle and hind legs. The ki-rin's hooves and horns are rosy gold and its eyes are palest violet.

Although the griffon is a swift steed and a savage fighter, and the ki-rin is mighty in both physical and magical powers, the pearl will prove to be of greater value to the halfling and his associates than either of these allies.

How Hits Are Scored

Dice determine hits. You will note that each of the characters has a "Base Score Required" to: a) Hit a Monster, b) Be Hit. The Paladin, Adelhardt, for instance, will hit a *monster* on a dice score of 4 or better; but he is hit by monsters only on an 11 or better total when the two dice are rolled. Whenever a character matches or exceeds the number required to hit a monster, or the monster's roll scores a high enough total to hit a character, one hit is scored, unless the monster has an exceptional ability which causes two hits. Remember also that the monsters have certain special features which might subtract from a character's dice rolls and add to their own attack dice rolls.





UMBER HULK!

Thinking their companion to be lost forever, the party presses on, following the course charted on the map. At the very moment the griffon is bestowing its prize upon the halfling and relating to him its use and purpose, the rest of the adventurers come to a chamber filled with promising-looking old chests. In their eagerness to win treasure, they ignore a rumbling sound for just a moment—nearly a moment too long. Through the solid stone blocks of the wall bursts a dreaded foe, a titanic umber hulk.

The umber hulk has deep reddish or blackish brown back, arms and legs, fading to a yellowish brown on chest and belly. Below a maroon ridge its large faceted eyes shine light blue, while the small central eyes are dark green. The monster's mandibles and talons are gray-ivory, its teeth dingy yellow and its mouth yellow-green. Not only can it slash victims to pieces, but its four eyes cause shock and confusion to those foolish enough to look into them. As the umber hulk tears through the rock to attack, the party springs into action. While the elf is nearly crushed to death, his fellows strike unerringly at the roaring hulk. Several enchanted arrows pierce the iron-clawed predator; swords and spears deliver the fatal blow.

As the cleric is "laying on hands" and using his spell powers to restore life to the battered elf, the halfling reappears in a rush of air and gleefully hails his companions.

Keeping Track of Hits Scored

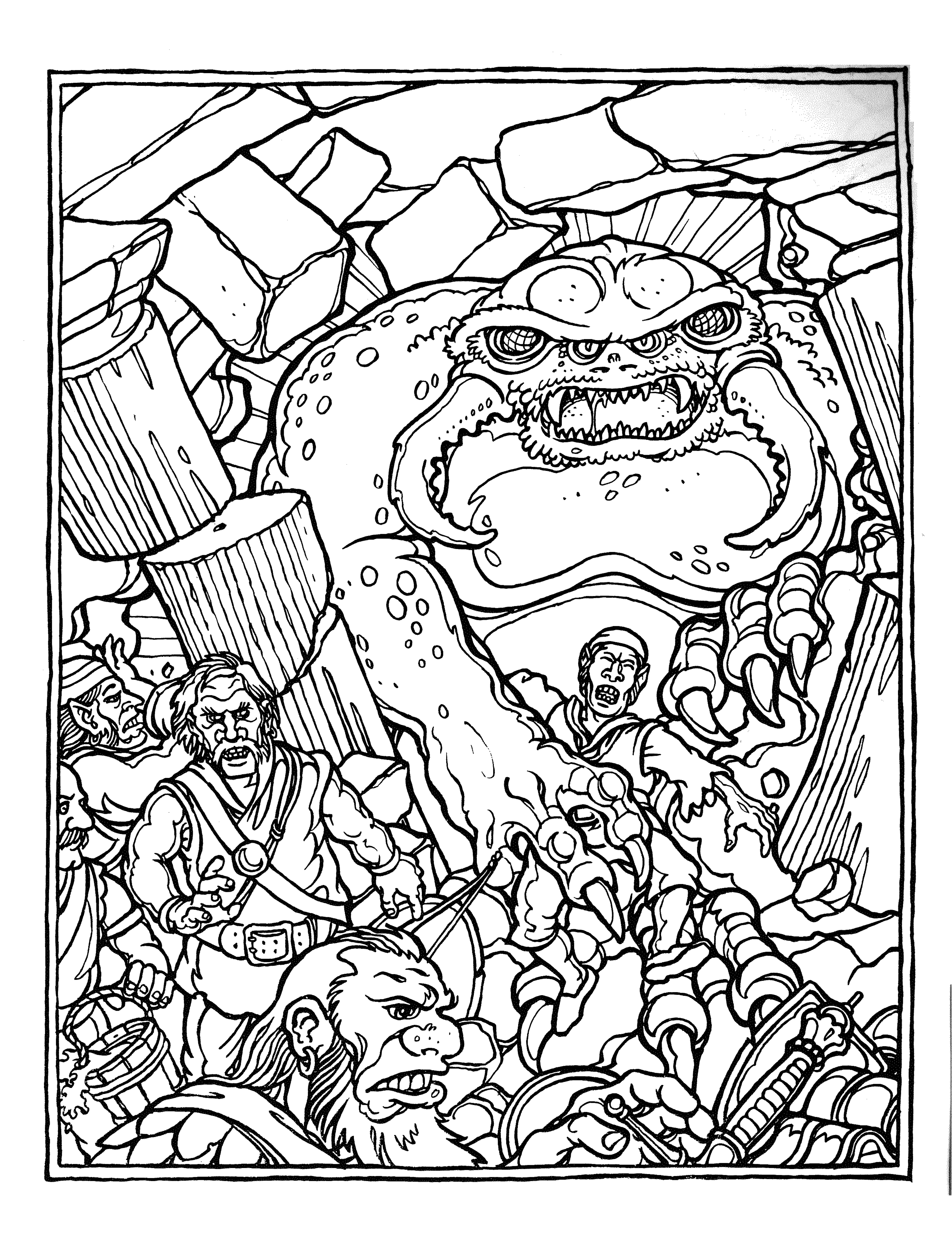
Write the name and class of each character, and after the class show the number of hits he or she can withstand. The Paladin, for example, can withstand nine hits before being slain:

Adelhardt—PALADIN: 9

Then, when a hit is scored upon him, draw a line through the nine and write an eight after it. After receiving four hits, the notes would look like this:

Adelhardt—PALADIN: ~~9~~ ~~8~~ ~~7~~ ~~6~~ 5

Monsters need only be tallied (~~||||~~) as it is usual for combat to last until the creature is slain. If you decide to leave before the monster is killed, note the name of the monster and the number of hits inflicted so far. A monster which can withstand five hits is slain only when the fifth hit is scored. Until then, it fights normally.





ORDER OF COMBAT

The following combat order is always used, unless a special ability of the monster prevents following the order exactly. (The Giant Spider at Area 11, for example, has the possibility of preventing one or more of the characters from being able to do anything.)

First: The Rangeress may choose to attack first, except in the special cases where the monster is immune to her attack, i.e. the Demon and the Ochre Jelly.

Second: The monster attacks one, two, three or four of the characters, according to the abilities it possesses. If there is more than one person playing, anyone can roll combat for monster by agreement. An attacking monster will always attack the character or characters who are attacking it first. It will otherwise work down the list from top to bottom, from Paladin to Wizard. The Giant Octopus, for instance, can attack twice per round. If the Rangeress attacks it first, the monster will always then attack the Rangeress and one other character, or attack the Rangeress twice if she alone is in the area. If the monster can be fought only by certain characters, then that monster will fight only those characters until they, or it, die.

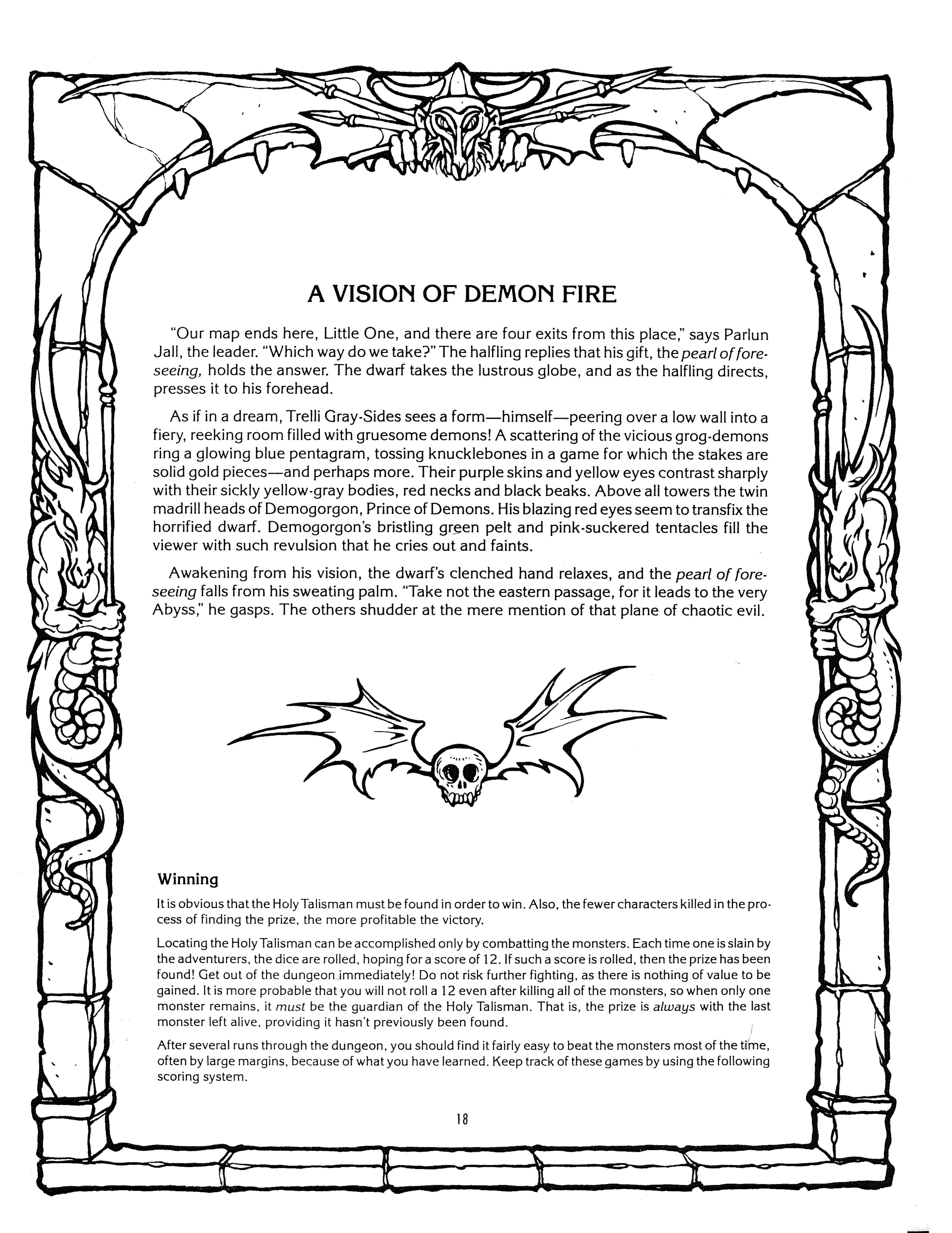
Third: The characters now choose to flee the area or remain and fight. They attack (dice are rolled for each to score hits on the monster) in turn, from the top to bottom, Paladin to Wizard. Of course, if the Rangeress has already attacked first, then she does not again attack. If only certain characters can attack the monsters, they go in order, the others being omitted.

Fourth: Combat procedure reverts to the first step, with the Rangeress again having the option to attack first, etc. Combat goes through the three steps until: a) the monster is slain, b) all the characters are dead, c) the characters choose to break off combat instead of attacking in the third phase.

Object

The Holy Talisman of St. Cuthbert is hidden somewhere in the dungeon, guarded by one of the monsters. Each time a monster is slain, roll the dice to get a 12. If a 12 is scored, the treasure is there, and the quest is completed! If the Talisman has not been found, and only one monster remains, that monster definitely has it (you don't need 12 to get the treasure).





A VISION OF DEMON FIRE

"Our map ends here, Little One, and there are four exits from this place," says Parlun Jall, the leader. "Which way do we take?" The halfling replies that his gift, the *pearl of fore-seeing,* holds the answer. The dwarf takes the lustrous globe, and as the halfling directs, presses it to his forehead.

As if in a dream, Trelli Gray-Sides sees a form—himself—peering over a low wall into a fiery, reeking room filled with gruesome demons! A scattering of the vicious grog-demons ring a glowing blue pentagram, tossing knucklebones in a game for which the stakes are solid gold pieces—and perhaps more. Their purple skins and yellow eyes contrast sharply with their sickly yellow-gray bodies, red necks and black beaks. Above all towers the twin madrill heads of Demogorgon, Prince of Demons. His blazing red eyes seem to transfix the horrified dwarf. Demogorgon's bristling green pelt and pink-suckered tentacles fill the viewer with such revulsion that he cries out and faints.

Awakening from his vision, the dwarf's clenched hand relaxes, and the *pearl of fore-seeing* falls from his sweating palm. "Take not the eastern passage, for it leads to the very Abyss," he gasps. The others shudder at the mere mention of that plane of chaotic evil.

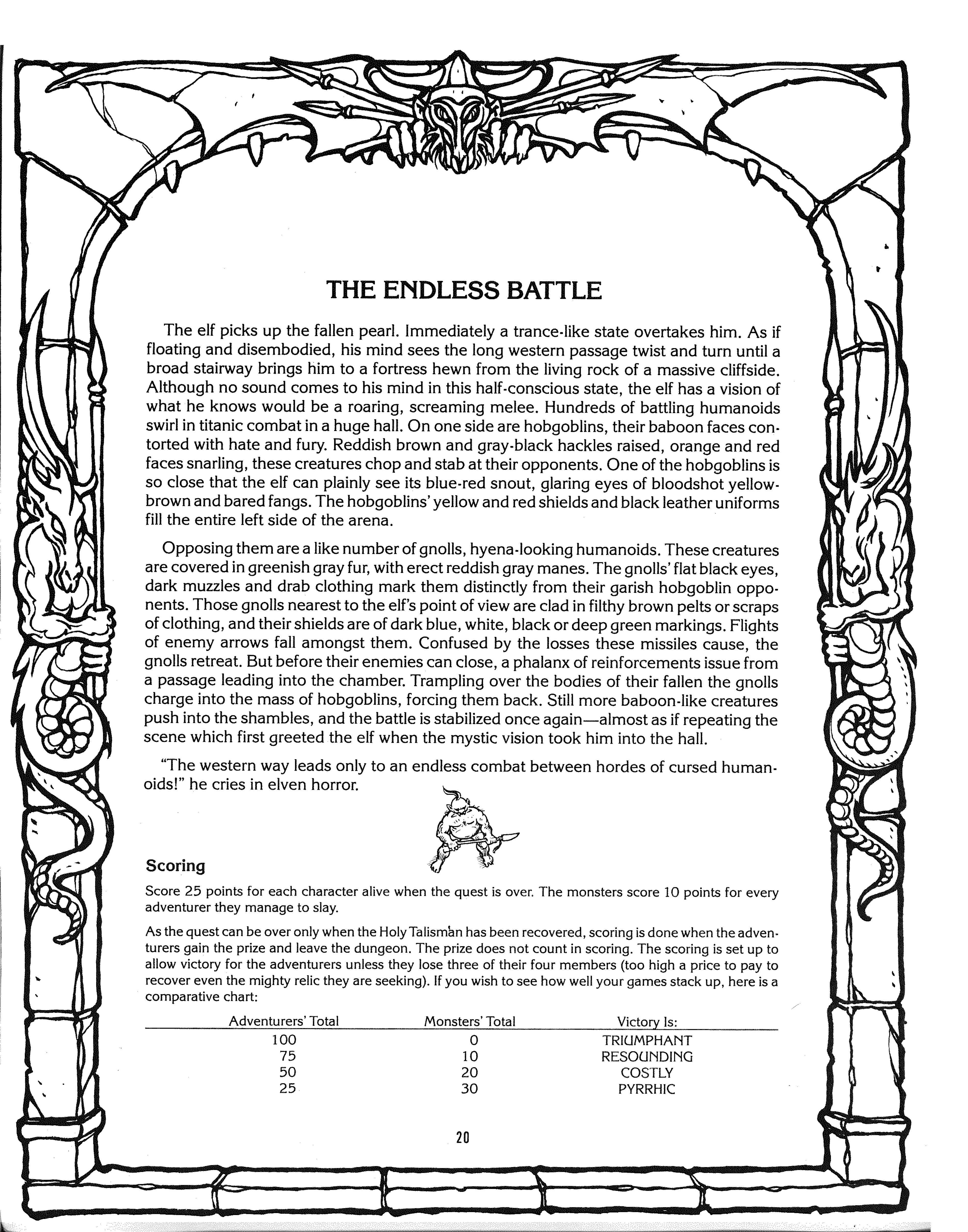
Winning

It is obvious that the Holy Talisman must be found in order to win. Also, the fewer characters killed in the process of finding the prize, the more profitable the victory.

Locating the Holy Talisman can be accomplished only by combatting the monsters. Each time one is slain by the adventurers, the dice are rolled, hoping for a score of 12. If such a score is rolled, then the prize has been found! Get out of the dungeon immediately! Do not risk further fighting, as there is nothing of value to be gained. It is more probable that you will not roll a 12 even after killing all of the monsters, so when only one monster remains, it *must* be the guardian of the Holy Talisman. That is, the prize is *always* with the last monster left alive, providing it hasn't previously been found.

After several runs through the dungeon, you should find it fairly easy to beat the monsters most of the time, often by large margins, because of what you have learned. Keep track of these games by using the following scoring system.





THE ENDLESS BATTLE

The elf picks up the fallen pearl. Immediately a trance-like state overtakes him. As if floating and disembodied, his mind sees the long western passage twist and turn until a broad stairway brings him to a fortress hewn from the living rock of a massive cliffside. Although no sound comes to his mind in this half-conscious state, the elf has a vision of what he knows would be a roaring, screaming melee. Hundreds of battling humanoids swirl in titanic combat in a huge hall. On one side are hobgoblins, their baboon faces contorted with hate and fury. Reddish brown and gray-black hackles raised, orange and red faces snarling, these creatures chop and stab at their opponents. One of the hobgoblins is so close that the elf can plainly see its blue-red snout, glaring eyes of bloodshot yellow-brown and bared fangs. The hobgoblins' yellow and red shields and black leather uniforms fill the entire left side of the arena.

Opposing them are a like number of gnolls, hyena-looking humanoids. These creatures are covered in greenish gray fur, with erect reddish gray manes. The gnolls' flat black eyes, dark muzzles and drab clothing mark them distinctly from their garish hobgoblin opponents. Those gnolls nearest to the elf's point of view are clad in filthy brown pelts or scraps of clothing, and their shields are of dark blue, white, black or deep green markings. Flights of enemy arrows fall amongst them. Confused by the losses these missiles cause, the gnolls retreat. But before their enemies can close, a phalanx of reinforcements issue from a passage leading into the chamber. Trampling over the bodies of their fallen the gnolls charge into the mass of hobgoblins, forcing them back. Still more baboon-like creatures push into the shambles, and the battle is stabilized once again—almost as if repeating the scene which first greeted the elf when the mystic vision took him into the hall.

"The western way leads only to an endless combat between hordes of cursed humanoids!" he cries in elven horror.

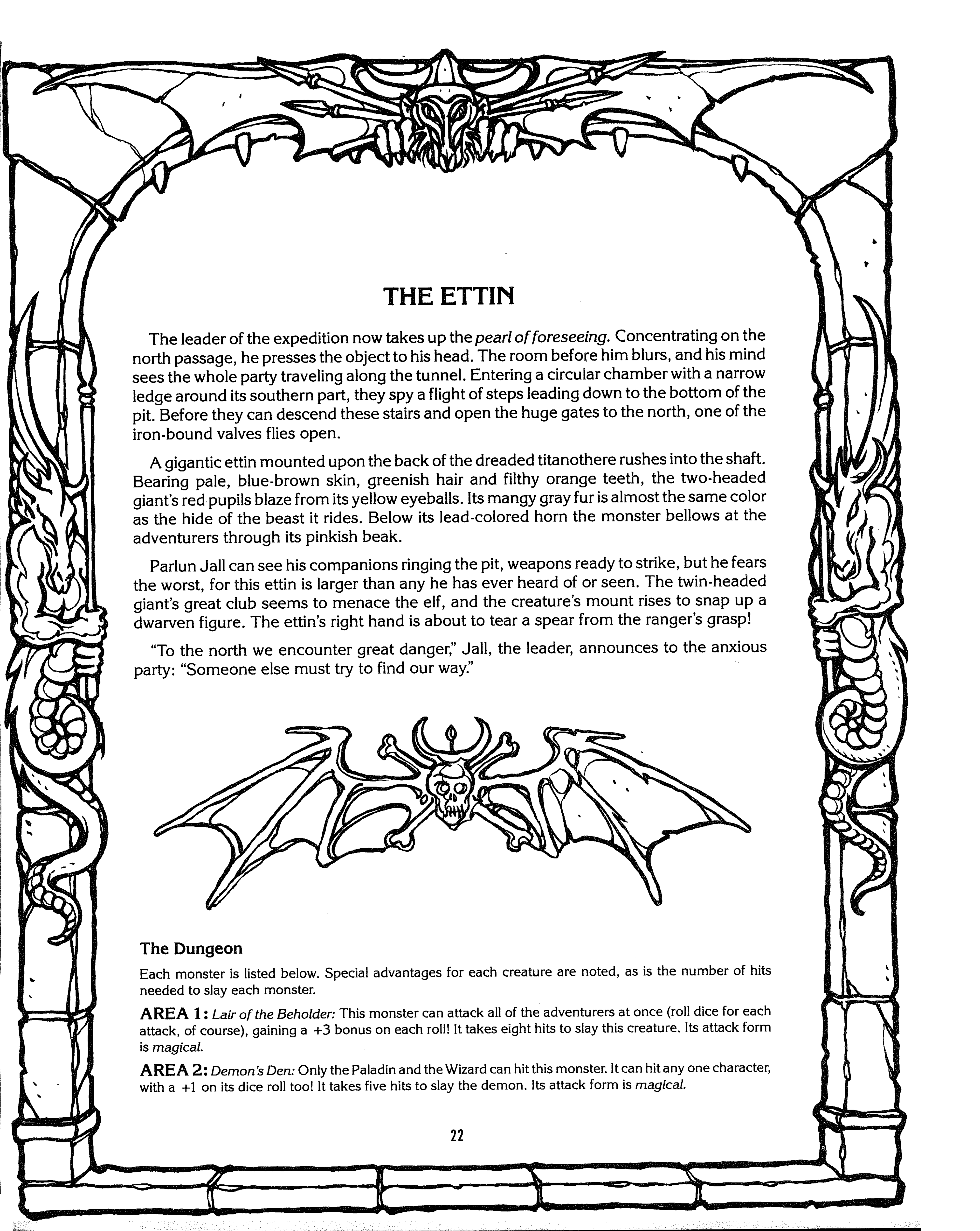
Scoring

Score 25 points for each character alive when the quest is over. The monsters score 10 points for every adventurer they manage to slay.

As the quest can be over only when the Holy Talisman has been recovered, scoring is done when the adventurers gain the prize and leave the dungeon. The prize does not count in scoring. The scoring is set up to allow victory for the adventurers unless they lose three of their four members (too high a price to pay to recover even the mighty relic they are seeking). If you wish to see how well your games stack up, here is a comparative chart:

Adventurers' Total	Monsters' Total	Victory Is:
100	0	TRIUMPHANT
75	10	RESOUNDING
50	20	COSTLY
25	30	PYRRHIC





THE ETTIN

The leader of the expedition now takes up the *pearl of foreseeing.* Concentrating on the north passage, he presses the object to his head. The room before him blurs, and his mind sees the whole party traveling along the tunnel. Entering a circular chamber with a narrow ledge around its southern part, they spy a flight of steps leading down to the bottom of the pit. Before they can descend these stairs and open the huge gates to the north, one of the iron-bound valves flies open.

A gigantic ettin mounted upon the back of the dreaded titanothere rushes into the shaft. Bearing pale, blue-brown skin, greenish hair and filthy orange teeth, the two-headed giant's red pupils blaze from its yellow eyeballs. Its mangy gray fur is almost the same color as the hide of the beast it rides. Below its lead-colored horn the monster bellows at the adventurers through its pinkish beak.

Parlun Jall can see his companions ringing the pit, weapons ready to strike, but he fears the worst, for this ettin is larger than any he has ever heard of or seen. The twin-headed giant's great club seems to menace the elf, and the creature's mount rises to snap up a dwarven figure. The ettin's right hand is about to tear a spear from the ranger's grasp!

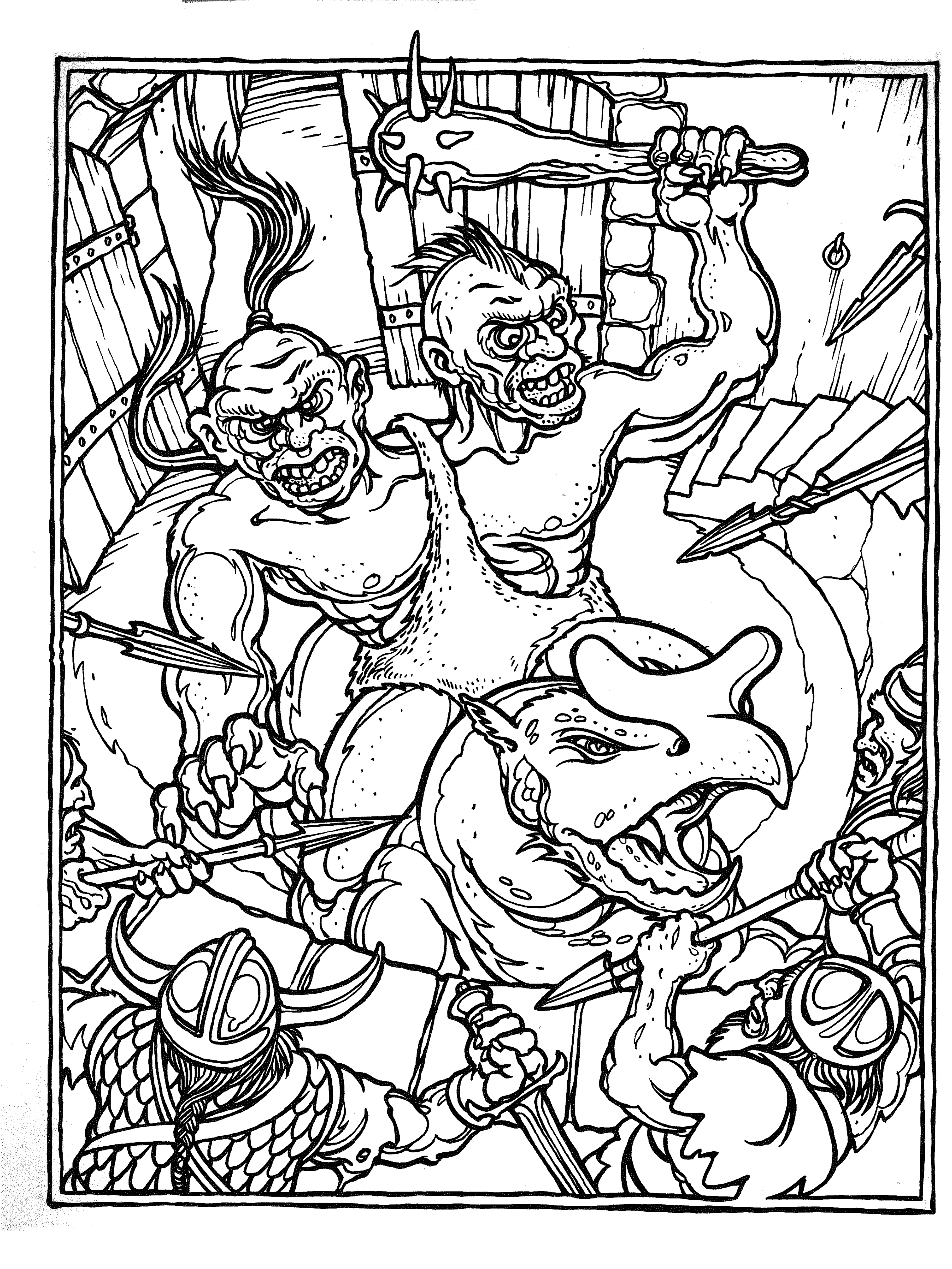
"To the north we encounter great danger," Jall, the leader, announces to the anxious party: "Someone else must try to find our way."

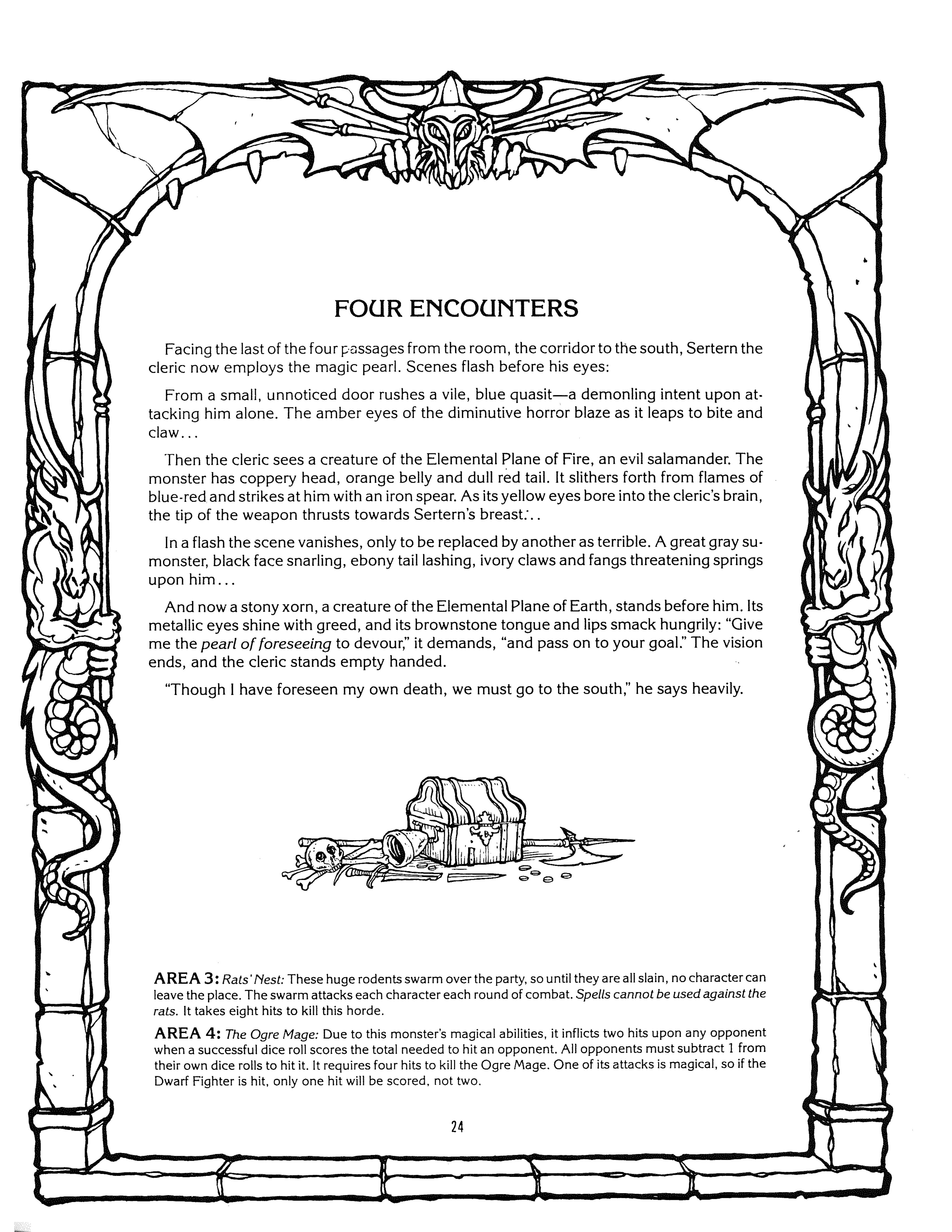
The Dungeon

Each monster is listed below. Special advantages for each creature are noted, as is the number of hits needed to slay each monster.

AREA 1: *Lair of the Beholder:* This monster can attack all of the adventurers at once (roll dice for each attack, of course), gaining a +3 bonus on each roll! It takes eight hits to slay this creature. Its attack form is *magical.*

AREA 2: *Demon's Den:* Only the Paladin and the Wizard can hit this monster. It can hit any one character, with a +1 on its dice roll too! It takes five hits to slay the demon. Its attack form is *magical.*





FOUR ENCOUNTERS

Facing the last of the four passages from the room, the corridor to the south, Sertern the cleric now employs the magic pearl. Scenes flash before his eyes:

From a small, unnoticed door rushes a vile, blue quasit—a demonling intent upon attacking him alone. The amber eyes of the diminutive horror blaze as it leaps to bite and claw...

Then the cleric sees a creature of the Elemental Plane of Fire, an evil salamander. The monster has coppery head, orange belly and dull red tail. It slithers forth from flames of blue-red and strikes at him with an iron spear. As its yellow eyes bore into the cleric's brain, the tip of the weapon thrusts towards Sertern's breast...

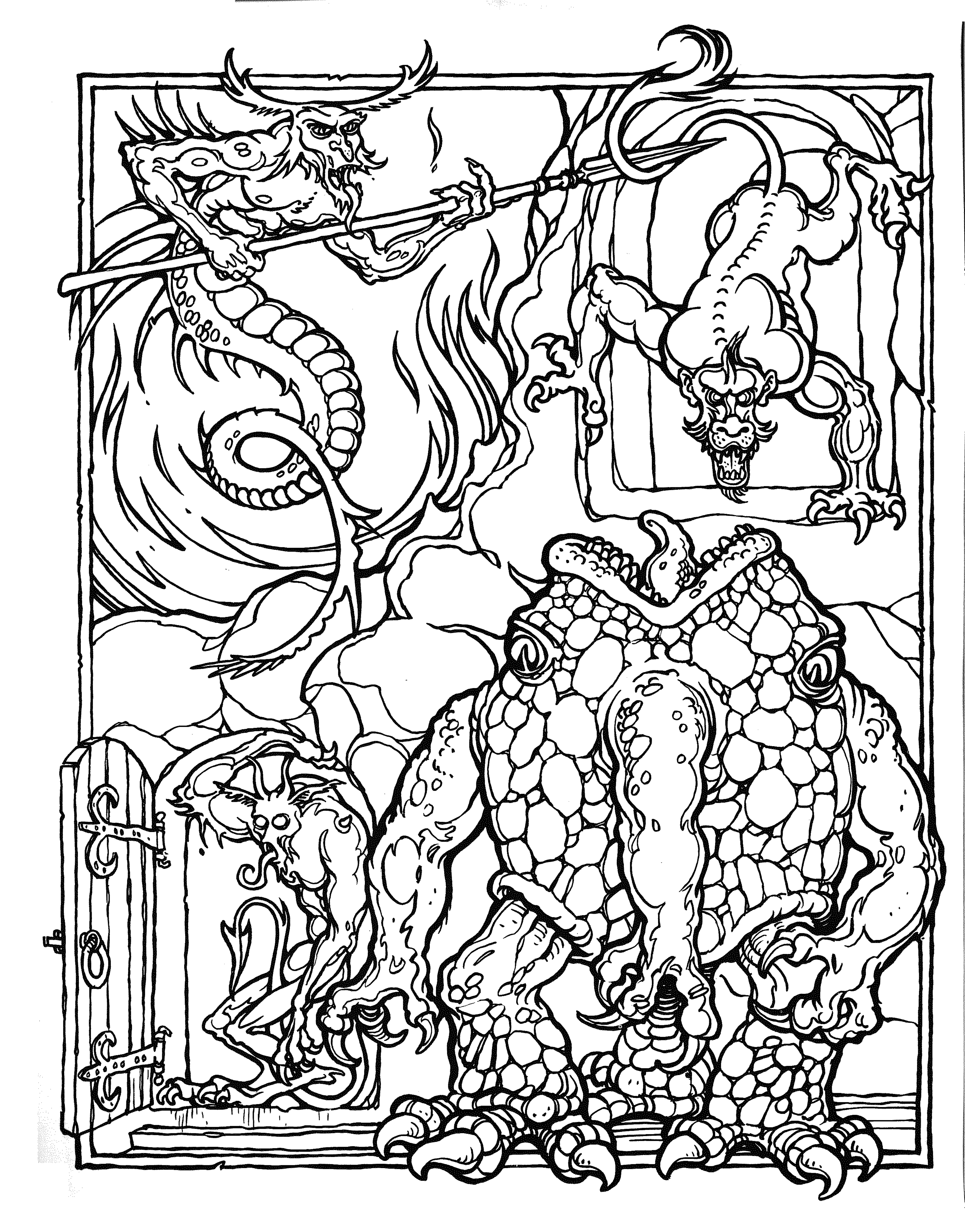
In a flash the scene vanishes, only to be replaced by another as terrible. A great gray sumonster, black face snarling, ebony tail lashing, ivory claws and fangs threatening springs upon him...

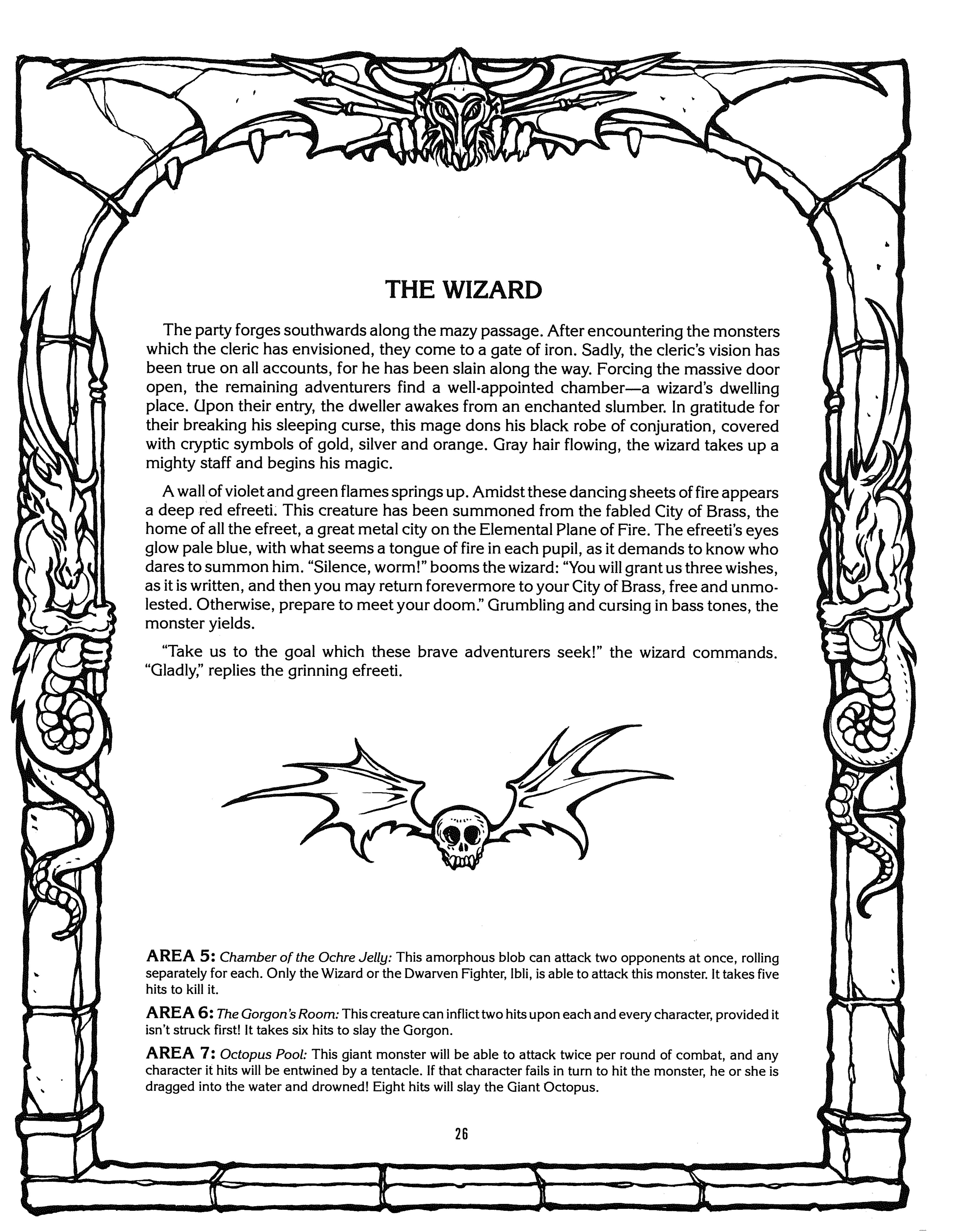
And now a stony xorn, a creature of the Elemental Plane of Earth, stands before him. Its metallic eyes shine with greed, and its brownstone tongue and lips smack hungrily: "Give me the *pearl of foreseeing* to devour," it demands, "and pass on to your goal." The vision ends, and the cleric stands empty handed.

"Though I have foreseen my own death, we must go to the south," he says heavily.

AREA 3: *Rats' Nest:* These huge rodents swarm over the party, so until they are all slain, no character can leave the place. The swarm attacks each character each round of combat. *Spells cannot be used against the rats.* It takes eight hits to kill this horde.

AREA 4: *The Ogre Mage:* Due to this monster's magical abilities, it inflicts two hits upon any opponent when a successful dice roll scores the total needed to hit an opponent. All opponents must subtract 1 from their own dice rolls to hit it. It requires four hits to kill the Ogre Mage. One of its attacks is magical, so if the Dwarf Fighter is hit, only one hit will be scored, not two.





THE WIZARD

The party forges southwards along the mazy passage. After encountering the monsters which the cleric has envisioned, they come to a gate of iron. Sadly, the cleric's vision has been true on all accounts, for he has been slain along the way. Forcing the massive door open, the remaining adventurers find a well-appointed chamber—a wizard's dwelling place. Upon their entry, the dweller awakes from an enchanted slumber. In gratitude for their breaking his sleeping curse, this mage dons his black robe of conjuration, covered with cryptic symbols of gold, silver and orange. Gray hair flowing, the wizard takes up a mighty staff and begins his magic.

A wall of violet and green flames springs up. Amidst these dancing sheets of fire appears a deep red efreeti. This creature has been summoned from the fabled City of Brass, the home of all the efreet, a great metal city on the Elemental Plane of Fire. The efreeti's eyes glow pale blue, with what seems a tongue of fire in each pupil, as it demands to know who dares to summon him. "Silence, worm!" booms the wizard: "You will grant us three wishes, as it is written, and then you may return forevermore to your City of Brass, free and unmolested. Otherwise, prepare to meet your doom." Grumbling and cursing in bass tones, the monster yields.

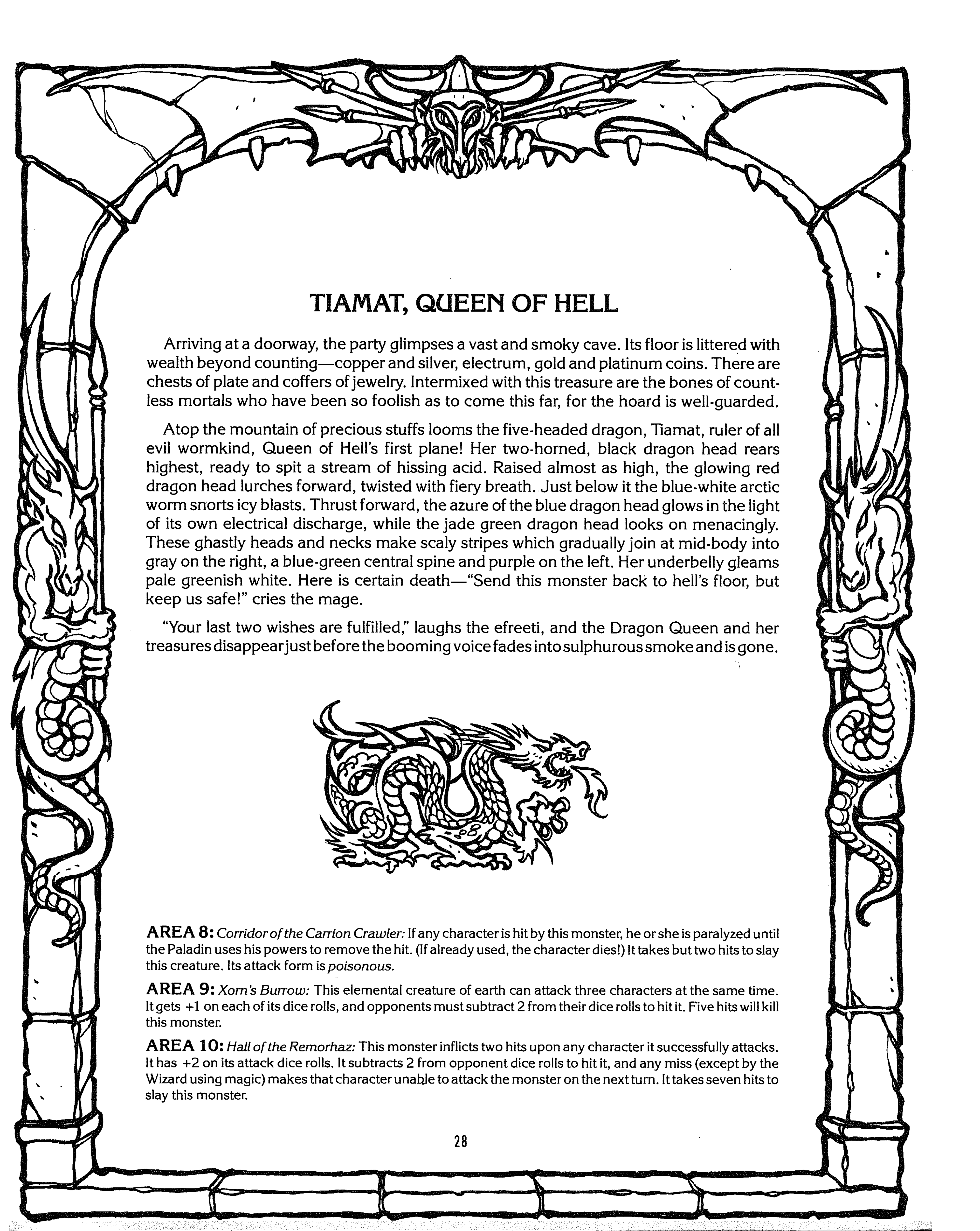
"Take us to the goal which these brave adventurers seek!" the wizard commands. "Gladly," replies the grinning efreeti.

AREA 5: *Chamber of the Ochre Jelly:* This amorphous blob can attack two opponents at once, rolling separately for each. Only the Wizard or the Dwarven Fighter, Ibli, is able to attack this monster. It takes five hits to kill it.

AREA 6: *The Gorgon's Room:* This creature can inflict two hits upon each and every character, provided it isn't struck first! It takes six hits to slay the Gorgon.

AREA 7: *Octopus Pool:* This giant monster will be able to attack twice per round of combat, and any character it hits will be entwined by a tentacle. If that character fails in turn to hit the monster, he or she is dragged into the water and drowned! Eight hits will slay the Giant Octopus.





TIAMAT, QUEEN OF HELL

Arriving at a doorway, the party glimpses a vast and smoky cave. Its floor is littered with wealth beyond counting—copper and silver, electrum, gold and platinum coins. There are chests of plate and coffers of jewelry. Intermixed with this treasure are the bones of countless mortals who have been so foolish as to come this far, for the hoard is well-guarded.

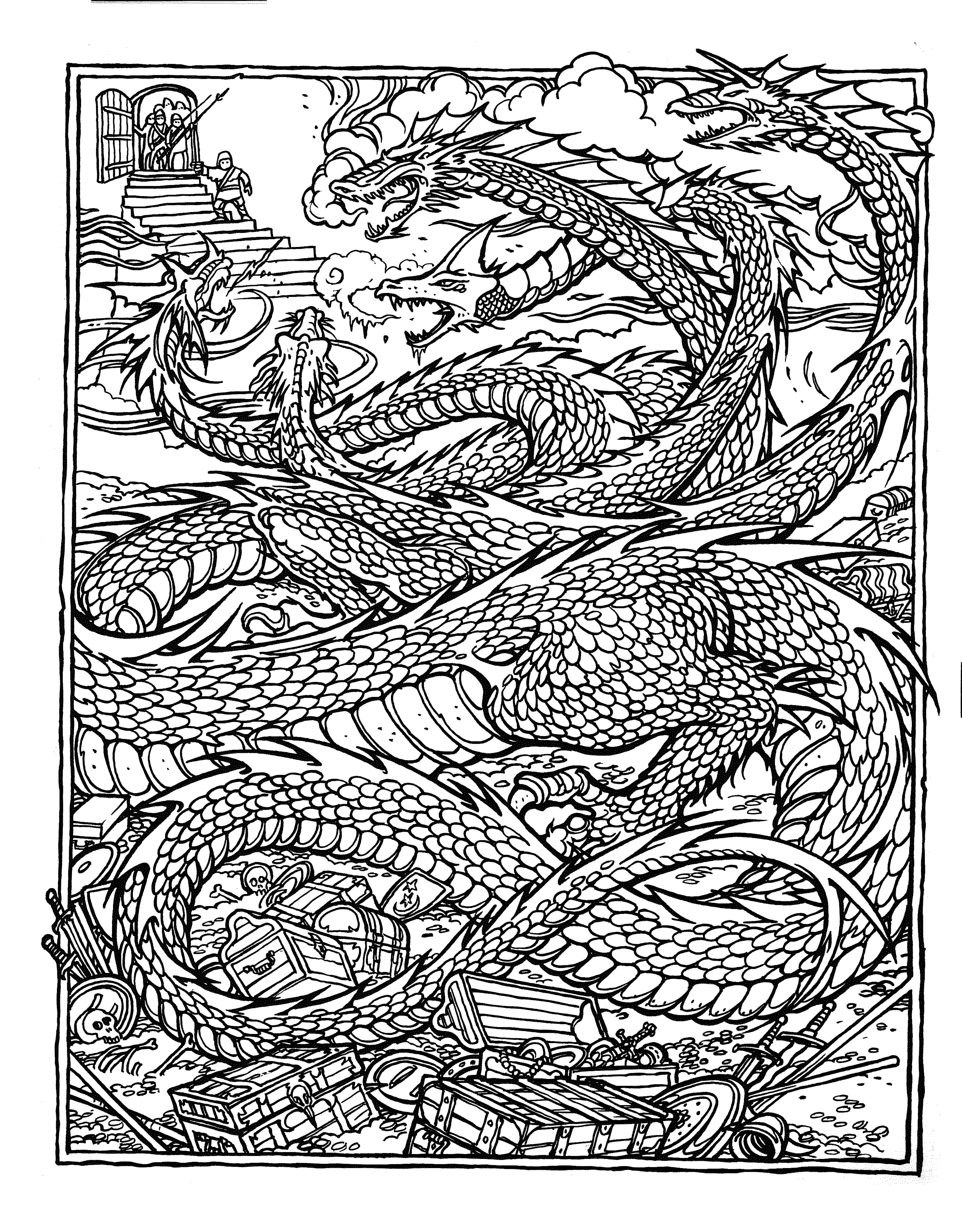
Atop the mountain of precious stuffs looms the five-headed dragon, Tiamat, ruler of all evil wormkind, Queen of Hell's first plane! Her two-horned, black dragon head rears highest, ready to spit a stream of hissing acid. Raised almost as high, the glowing red dragon head lurches forward, twisted with fiery breath. Just below it the blue-white arctic worm snorts icy blasts. Thrust forward, the azure of the blue dragon head glows in the light of its own electrical discharge, while the jade green dragon head looks on menacingly. These ghastly heads and necks make scaly stripes which gradually join at mid-body into gray on the right, a blue-green central spine and purple on the left. Her underbelly gleams pale greenish white. Here is certain death—"Send this monster back to hell's floor, but keep us safe!" cries the mage.

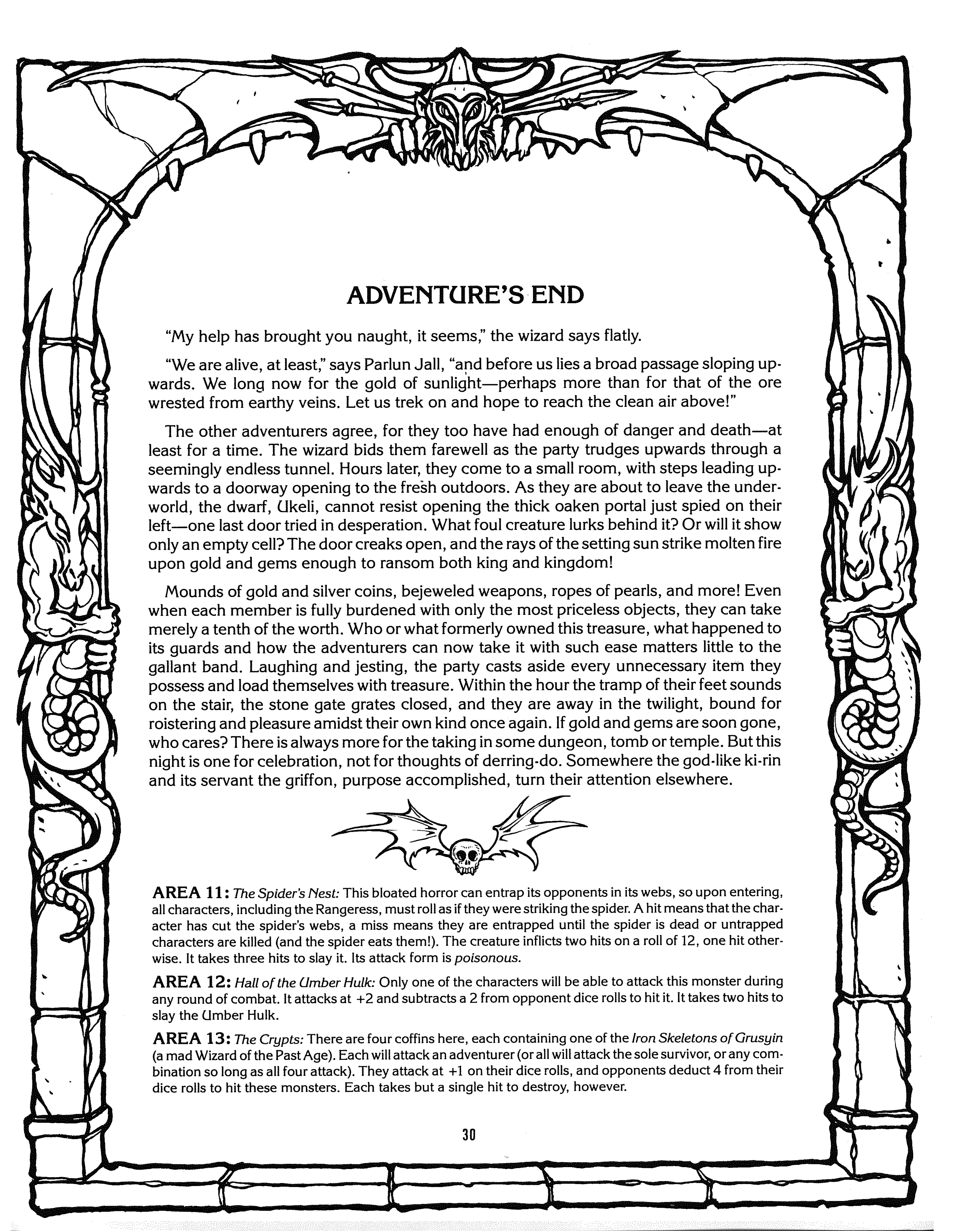
"Your last two wishes are fulfilled," laughs the efreeti, and the Dragon Queen and her treasures disappear just before the booming voice fades into sulphurous smoke and is gone.

AREA 8: *Corridor of the Carrion Crawler:* If any character is hit by this monster, he or she is paralyzed until the Paladin uses his powers to remove the hit. (If already used, the character dies!) It takes but two hits to slay this creature. Its attack form is *poisonous.*

AREA 9: *Xorn's Burrow:* This elemental creature of earth can attack three characters at the same time. It gets +1 on each of its dice rolls, and opponents must subtract 2 from their dice rolls to hit it. Five hits will kill this monster.

AREA 10: *Hall of the Remorhaz:* This monster inflicts two hits upon any character it successfully attacks. It has +2 on its attack dice rolls. It subtracts 2 from opponent dice rolls to hit it, and any miss (except by the Wizard using magic) makes that character unable to attack the monster on the next turn. It takes seven hits to slay this monster.





ADVENTURE'S END

"My help has brought you naught, it seems," the wizard says flatly.

"We are alive, at least," says Parlun Jall, "and before us lies a broad passage sloping upwards. We long now for the gold of sunlight—perhaps more than for that of the ore wrested from earthy veins. Let us trek on and hope to reach the clean air above!"

The other adventurers agree, for they too have had enough of danger and death—at least for a time. The wizard bids them farewell as the party trudges upwards through a seemingly endless tunnel. Hours later, they come to a small room, with steps leading upwards to a doorway opening to the fresh outdoors. As they are about to leave the underworld, the dwarf, Ukeli, cannot resist opening the thick oaken portal just spied on their left—one last door tried in desperation. What foul creature lurks behind it? Or will it show only an empty cell? The door creaks open, and the rays of the setting sun strike molten fire upon gold and gems enough to ransom both king and kingdom!

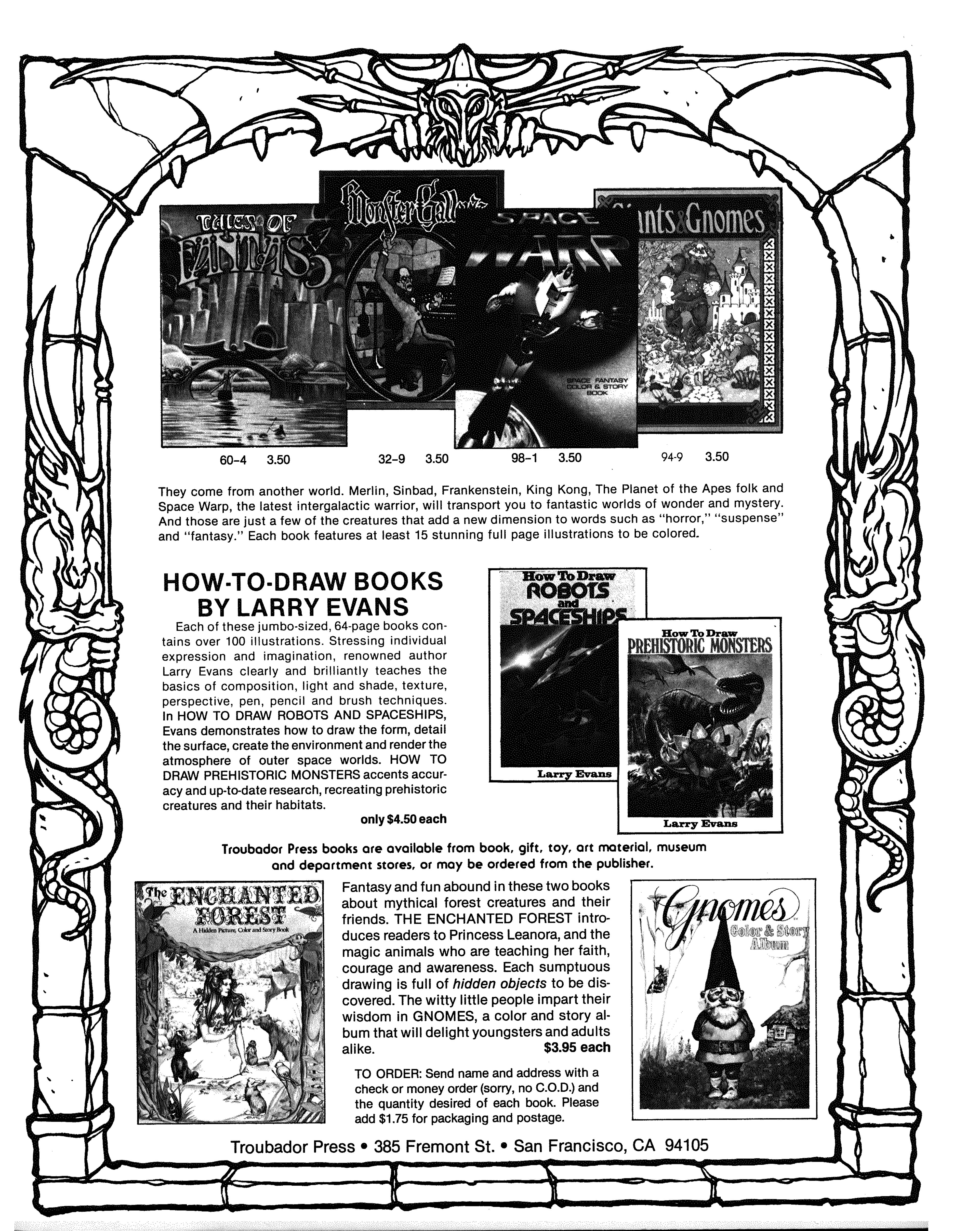
Mounds of gold and silver coins, bejeweled weapons, ropes of pearls, and more! Even when each member is fully burdened with only the most priceless objects, they can take merely a tenth of the worth. Who or what formerly owned this treasure, what happened to its guards and how the adventurers can now take it with such ease matters little to the gallant band. Laughing and jesting, the party casts aside every unnecessary item they possess and load themselves with treasure. Within the hour the tramp of their feet sounds on the stair, the stone gate grates closed, and they are away in the twilight, bound for roistering and pleasure amidst their own kind once again. If gold and gems are soon gone, who cares? There is always more for the taking in some dungeon, tomb or temple. But this night is one for celebration, not for thoughts of derring-do. Somewhere the god-like ki-rin and its servant the griffon, purpose accomplished, turn their attention elsewhere.

AREA 11: *The Spider's Nest:* This bloated horror can entrap its opponents in its webs, so upon entering, all characters, including the Rangeress, must roll as if they were striking the spider. A hit means that the character has cut the spider's webs, a miss means they are entrapped until the spider is dead or untrapped characters are killed (and the spider eats them!). The creature inflicts two hits on a roll of 12, one hit otherwise. It takes three hits to slay it. Its attack form is *poisonous.*

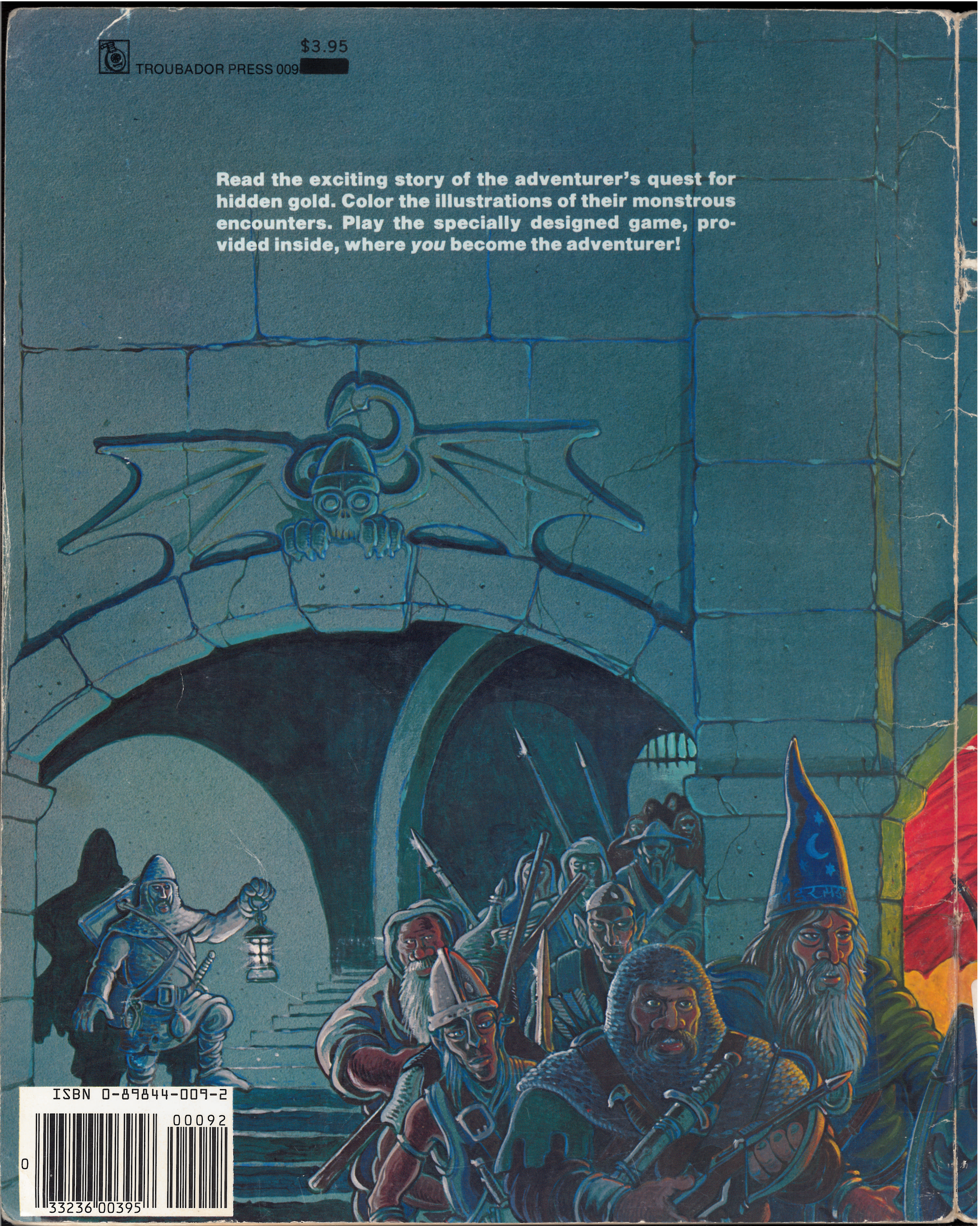
AREA 12: *Hall of the Umber Hulk:* Only one of the characters will be able to attack this monster during any round of combat. It attacks at +2 and subtracts a 2 from opponent dice rolls to hit it. It takes two hits to slay the Umber Hulk.

AREA 13: *The Crypts:* There are four coffins here, each containing one of the *Iron Skeletons of Grusyin* (a mad Wizard of the Past Age). Each will attack an adventurer (or all will attack the sole survivor, or any combination so long as all four attack). They attack at +1 on their dice rolls, and opponents deduct 4 from their dice rolls to hit these monsters. Each takes but a single hit to destroy, however.





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